

free  
mag

# PLAY STATION



CHEATS + TIPS + SOLUTIONS + MUCH MORE

SCORE!

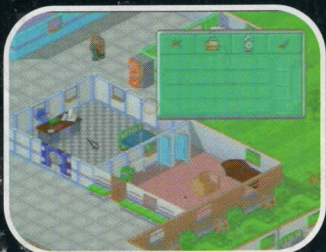


**FIFA '98**  
Your guide  
to victory

**Reviewed:**



Newman Hass Racing



Theme Hospital

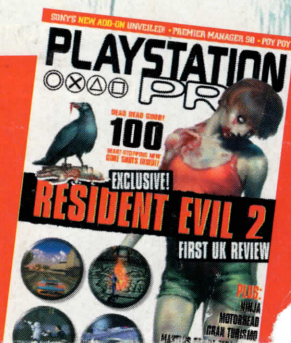
**BLOODY ROAR**  
AWESOME GUIDE

# TOTALLY RAD!

*Cool Boarders 2 cracked*

Issue 1  
on sale  
23 April

**Presented  
free with**



**PLUS**

Actua Soccer, Command & Conquer: Red Alert, Colony Wars, Cool Boarders 2  
Tomb Raider2, Twisted Metal, Fade to Black, NBA in the Zone, Die Hard Trilogy





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**DO NOT  
UNDERESTIMATE  
THE POWER  
OF PLAYSTATION**





By all accounts everybody loves a good old fashioned cheat for victory. If you can get away with it, you will. Why struggle when you can just cruise through without so much as a blink of an eyelid? Of course, this mag attempts to bring you as much information as possible on games both new and old. There're cheats, tips, guides and hints galore contained in this sampler. Issue one, releases more pages, more guides and you could ever ask for. If you to share with the world or have contact us at:

[illegible]

This month we have a huge guide to the mega quick wipEout 2097. Each month we will bring you tips and guides to the latest crop of Platinum games

## Game guides

This month we lift the lid on a range of different games from *Bloody Roar* to *Cool Boarders 2*. We intend to bring you tips and guides on all the hottest releases for the PlayStation

# Autosport 2007

## Game Guide Zones

and more!

### HINTS + TIPS

**1** **Practice makes perfect** – Before you start a race, it's a good idea to practice the track. This will help you get a feel for the car and the track, and it will also help you to learn the shortcuts and hidden items.

**2** **Use the shortcuts** – There are many shortcuts in the game, and using them can give you a significant advantage. Make sure you know where they are and when to use them.

**3** **Watch the weather** – The weather can change during a race, and this can affect the track conditions. Be sure to watch the weather and adjust your driving accordingly.

**4** **Use the pit stops** – Pit stops are an important part of the game, and they can be a great way to gain an advantage. Make sure you know when to stop and what to do during the stop.

**5** **Use the power-ups** – There are many power-ups in the game, and using them can give you a significant advantage. Make sure you know when to use them and what they do.

**6** **Use the氮气 (Nitro)** – Nitro is a powerful boost that can give you a significant advantage. Make sure you know when to use it and how to activate it.

**7** **Use the氮气 (Nitro) wisely** – Nitro is a powerful boost, but it can also be a double-edged sword. Use it wisely, and you can gain a significant advantage.

**8** **Use the氮气 (Nitro) to your advantage** – Nitro is a powerful boost, and it can be a great way to gain an advantage. Use it to your advantage, and you can win the race.

**9** **Use the氮气 (Nitro) to your advantage** – Nitro is a powerful boost, and it can be a great way to gain an advantage. Use it to your advantage, and you can win the race.

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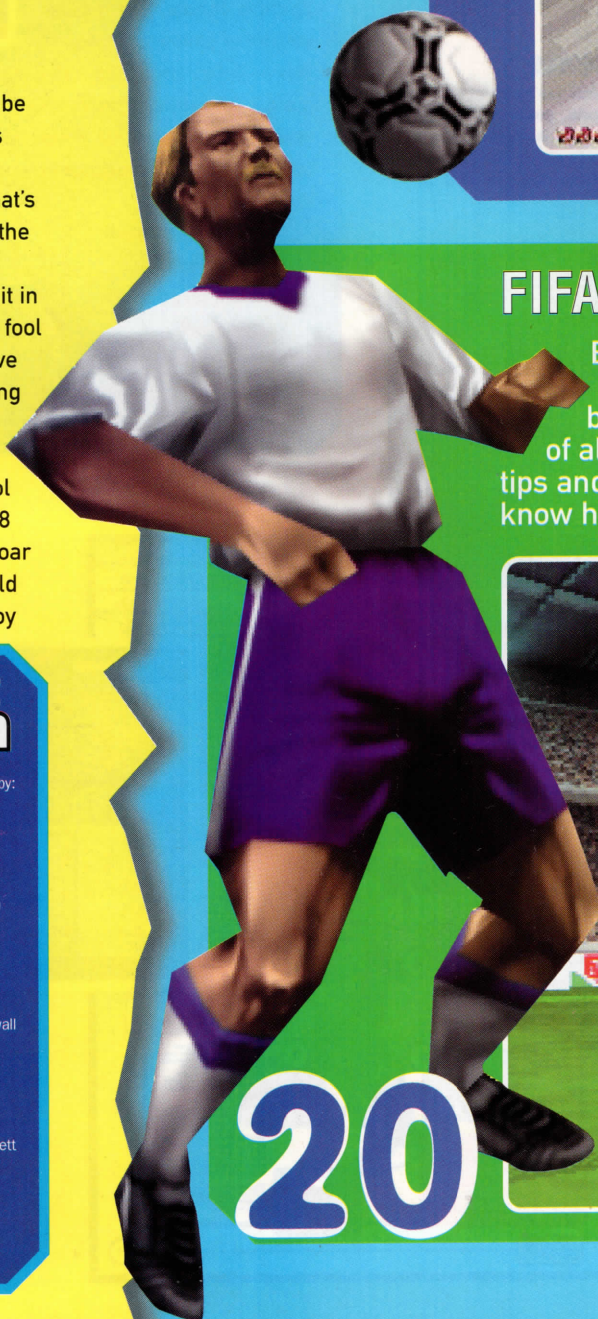


Launch  
Issue  
on sale  
23 April

# PLAY STATION zone



**W**elcome to your free taster to what we hope will be the ultimate tips mag. This PlayStation Zone sampler gives you some idea of what's going to be on offer when the first issue proper hits the shelves on April 23rd. Put it in your diary now. You'd be a fool to miss it. This month we've toiled long and hard to bring you no less than four complete guides to some very popular releases. Cool Boarders 2, FIFA: RTWC '98 and the fantastic Bloody Roar sit happily alongside the old classic, wipEout 2097. Enjoy



## FIFA '98: Road to World Cup

Eat my goal! Arguably EA Sports' finest moment is given the once over. Winning both the league and the most coveted prize of all is now made that much simpler with our tips and tricks. If you're lacking in stamina and know how then this is exactly what you need



# 20

### PLAY STATION zone

PlayStation Zone was brought to you by:

**Editor:** Andy Sharp

(andy\_sharp@idg.co.uk)

**Art Director:** Dean Wilson

**Art Editor:** Mark Nolan

**Editorial Contributors:** Wade Mecum

**Production Editor:** Lewis Pek

**Ad Sales:** Lisa Jo Oliver

**Marketing Manager:** Steve Tagger

**Scanning:** Mark Forbes

**Production Controller:** Barbara Newall

**Production Manager:** Alan Capper

**Systems:** Nic Moran

**MD:** Ian Bloomfield

**Publisher:** Robin Wilkinson

**Assistant Publisher:** Carol Ann Barrett

**Circulation Director:** David Wren

PlayStation Zone, Rayner House

23 Higher Hillgate, Stockport

SK1 3ER

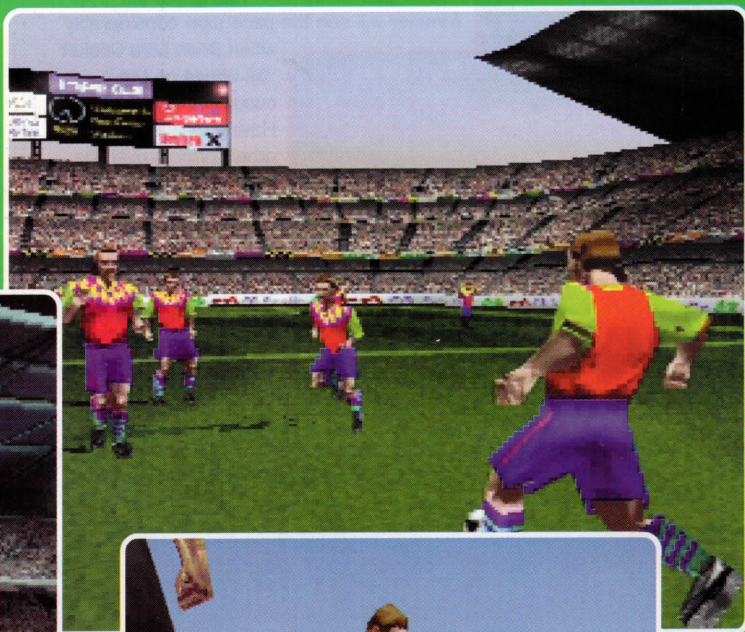
APRIL 1998



## Cool Boarders 2

A slide through for Sony's fantastic snowboard jaunt. Including tricks and most importantly those short-cuts to ensure you cross the line in first place

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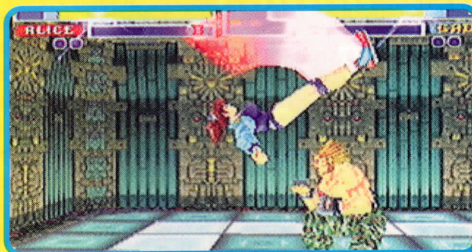
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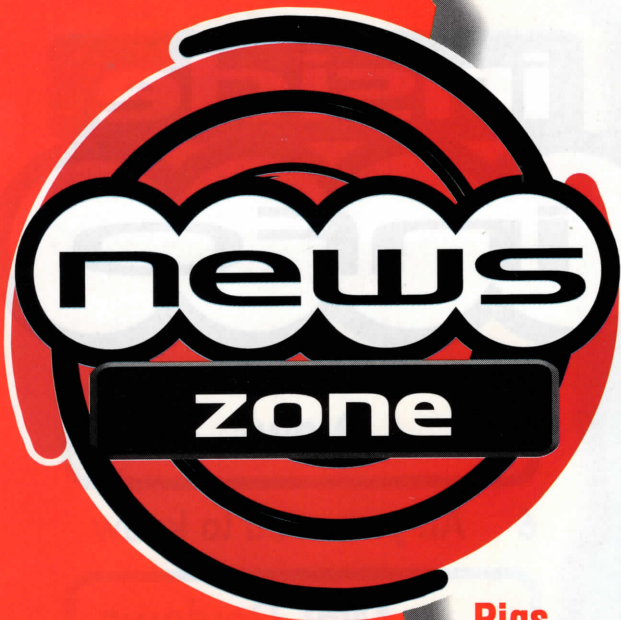
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Actua Soccer







*PlayStation Zone takes its monthly look at what's happening on the games scene in the months ahead. Things are looking good on this evidence*

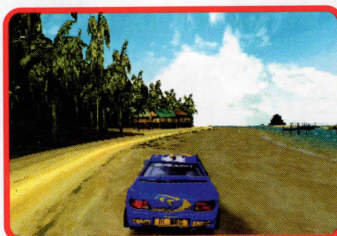
## Pigs In Xen

**G**roller Interactive aren't a company which many of us are familiar with. They've recently released *Perfect Assassin* on unsuspecting public, but are now ready to get things underway properly with the space blaster *Xenocracy*. It's similar in many respects to Psygnosis' *Colony Wars*, so it does have a fair bit of competition in its field. From what we've seen thus far *Xenocracy* is a fair crack of the whip. We'll know more around April when we'll have a closer look.

## ABOUT TIME TOO

It's been a long time coming, but Telstar are finally getting around to releasing their cartoon racer, *Wreckin' Crew*. Its arcade-style and ultra quick gameplay has taken quite some time to be perfected, but they're confident that all of the problems have been overcome.

You can race on a number of different circuits from New York to Sydney with each having their own characteristics and in most cases some pretty sneaky little shortcuts for that little extra boost. Due out on May 1st, *Wreckin' Crew* could be doing your spring cleaning.

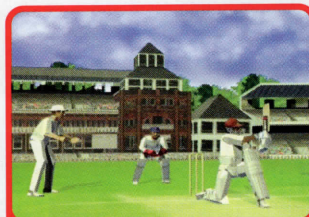


## CODEMASTERS RETURN

No strangers to excellence in the past, Codemasters are set to keep the ball rolling with two games played at two very different paces. One is Colin McRae Rally, which has had a team working on the realistic handling and characteristics of modern rally cars to give it the authentic feel which made TOCA

one of the best selling games of '97. Incorporating a huge number of circuits and some super fast cars it looks like we're in for a good year in terms of racing games. The summer will see the pace slow considerably when Brian Lara Cricket '98 brings on the cucumber sandwiches. Having cleaned up on other formats over the years, it's about time the PlayStation had something a little different from football and ice hockey. Lara will be captaining both his county and country this year, so there's probably no better known cricketer in the game.

We can't wait to see more of these in the coming months. More as and when we get it. And just for the record the fantastic *Micro Machines V3* has just sneaked onto the Platinum range so don't delay, get racing.

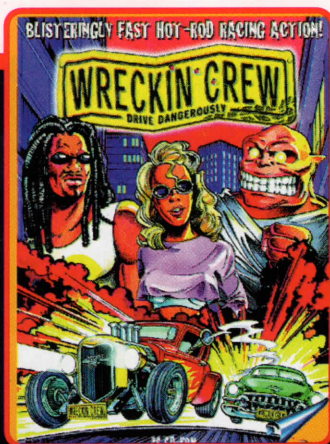


## STREET FIGHTER: THE GAME (AGAIN)

The *Street Fighter* trilogy of games we've received thus far on the PlayStation have all obviously been variations of a theme (albeit tiny variations which are barely noticeable). Now they've been thoughtfully thrown onto a single disk for us to mull over yet one more time. If you already own these three then unlucky, because you could have saved yourself a fortune. If you've played any SF release before then you know what to expect. The graphics may leave a little to be desired by today's standards, but if you want gameplay like no other then this is the one for you. It's a simple as that.







One of the warring vehicles you can use to blow the others away. Speedy and dangerous in the extreme

## GIMME 8

Never ones to rest on their laurels, Activision strive to better themselves at every opportunity. While their latest offering is hardly going to win anything at the originality awards, it could be said that it more than makes up for this fact with its chrome trims and seventies throwbacks.

Vigilante 8 takes Twisted Metal on a Sunday drive it will never forget. It's a tale which lies somewhere between Smokey and the Bandit, Dukes Of Hazard and Gumball Rally. Yes, it's a seventies inspired battle blaster the likes of which we haven't seen since Twisted Metal 2.



Is it a Bee Gee or is it a fat old Elvis? Worse still, a mutation of the two. Scary stuff

## Ping ping ping

The world of pinball is something we've seen very little of on the PlayStation, so it's almost unbelievable to think that Empire are about to give us Pro Pinball: Timeshock!, the sequel to The Web, probably the only other pinball game worth mentioning.

Offering a host of differing views and many in-game options it's a complex affair. It's not just a case of gaining millions of points, there's much more on offer. From multiball mayhem to a host of bonuses and up to four players per game, Pro Pinball: Timeshock! has every element of the pub favourite. So grab a couple of tins and bring the pub into your living room. You could do far worse.

## THE TIME IS NIGH...

Yes, in the not too distant future the long wait for the utterly stupendous sequel to the ultimate gore fest Resident Evil will be over. This time around there is so much chaos and depravation that an 18 certificate looks definite. This means that many people will miss out on one of the most eagerly awaited sequels ever.

So if you are under 18 you may want to (ahem) borrow a copy from someone older. But we certainly don't condone that kind of behaviour round here - oh no, not us. Anyway, Resident Evil 2 is set to contain some of the most devious puzzles, slobbering and fearsome creatures and true nail-biting horror moments ever seen in a videogame. And to be honest we're a little scared and want our mummies.

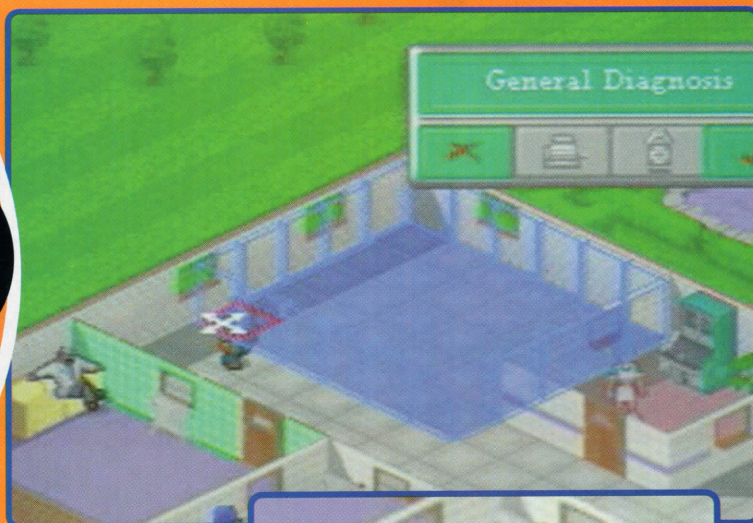






Reviewed this month:

Theme Hospital • Newman Haas Racing



↑ One of your doctors takes a well earned rest

→ At times your hospital becomes jammed with patients. You need to do your utmost to see them all and cure their ills. And probably most importantly of all, provide them with seats before they whinge



# Theme Hospital

Illness is no laughing matter, unless you pick up a copy of this mighty cure 'em-up



↑ You see, it's a game. And here's the board to prove it

↓ You must employ workers for all areas so you can cope at all times



Strategy games are guaranteed a huge split in loyalties, people either love or loath them, but if anyone thinks that building your very own hospital from scratch sounds a bit dull then you're as blinkered as you are correct. On the face of things, building your own hospital doesn't sound too thrilling, but Theme Hospital certainly makes up for it in humour and longevity.

What you need to achieve from the off is a hospital which is efficient, tidy, functional and most importantly, a place where people are cured of their ills. How you go about this is entirely down to you, but you must provide and build the

whole of the hospital working from a reception desk and seats, to complex diagnosis rooms, wards and even drop in the odd drinks machine for good the thirsty punters.

Initially you will have a simple goal to achieve and are offered clues as to what is required but the further you progress your targets become more difficult. You must remain in charge of employing, firing, finances and general development as well as finding cures for strange illnesses such as invisibility or a puffy head. If this sounds a bit complicated (well to be honest it is) but if you fancy a challenge and reckon you can do better than that Clooney bloke on ER, then here's your chance to put your theories to the test.



↑ Go on, be a love and build that ward

Price: £44.99 • Publisher: Bullfrog • Genre: Strategy • Release: March • Players: 1

## Preview + Preview + Preview +

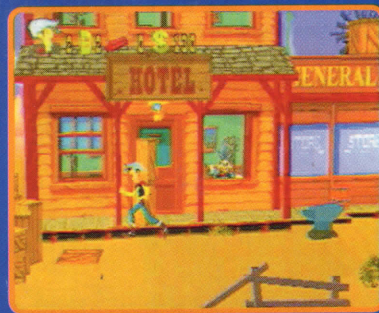
### Star Wars: Masters Of Teras Kasi- Virgin

The Star Wars bandwagon continues to roll without so much as a quick stop for refreshments. This time we're in beat 'em up territory with you gaining the chance to give Boba Fett the good hiding he deserves. Should be bloody fantastic. Release Date: Spring

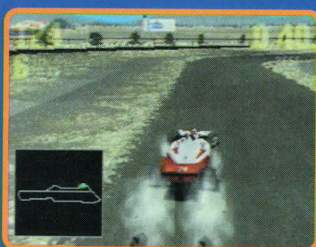
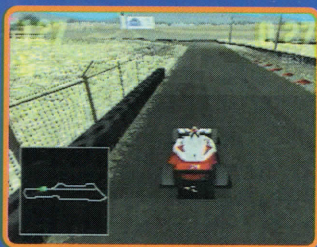


### Lucky Luke- Ocean

In development for an age now Lucky Luke is a cartoon character to rival Asterix in his native France. It's a platformer with a quirky sense of humour. You, playing as Luke wander the perilous streets of many wild western towns. Get off your horse and drink your milk sort of stuff. Release Date: Spring







↑ The test track is where you should learn all about your car and its handling. After this you should tune it up so you should know exactly which set up to use for which type of circuit. There's no excuse for some slack cornering now

# Newman-Haas Racing

While we were sleeping, Psygnosis have whacked together another ultra playable and accurate racer

Now many of us have no idea what the blazes Newman Haas is. It could be some exotic ice cream or a dodgy European musclebound actor but it is in actual fact the leading team in Indy car racing for more than ten years or so.

Psygnosis have used their F1 engine and put it to good use to develop the Indy Car equivalent in that it's as close to the real thing as you are likely to get.

What we have here is a game with all of the intricacies and speed of F1 and most importantly, the gameplay. It's got everything which made F1 the hit it was and still is. The only problem for us novices is that a majority of us are vaguely aware of the existence of Indy Car racing. The usual response is "It's that dome racing isn't it?". And in some cases it is. But it may come as a surprise to learn that in the ten circuits included here there are only two domes,

the rest are through and through twisty circuits which test any driver to the limit.

It has all of the elements you'd expect from a racing game from single races to full blown championships, pit stops, three driver skills, numerous viewing angles including an impressive cockpit view and much much more.

If you can put up with the dome circuits in a full length season then you can do no wrong by adding this to your driving collection. It's well worth the effort if you stick with it.



← Graphically it's on a par with the mighty F1 releases

↓ The split screen racing adds an extra dimension to the speedy action



Price: £44.99 ● Publisher: Psygnosis ● Genre: Racing ● Release: March ● Players: 2

## Preview + Preview + Preview +

### Gran Turismo- Sony

The racing game to put all the others to shame. Pick from hundreds of cars, drive through numerous license tests or build your car into the ultimate racing machine. Basically we can't wait and neither should you. It's Jeremy Clarkson's wet dream and no mistake.

Release Date: Spring



### Premier Manager-Gremlin

With the solitary Player Manager available thus far, we are about to be set upon by the cut throat world of football management. It's the most realistic outing into the wonderful world of football.

Do you have what it takes? Release Date: Spring







# Cool Boarders

## White Resort

## Map I

**2** After the first jump you will find yourself on a long straight, position yourself towards the right hand side and press down on the D-pad to gather more speed. When you can see the bend at the end of the straight start to lean into it. Approaching from the right hand side allows you to capture the racing line and means there is no need to use the Square button which will slow you down.

**3** As soon as you pass the first checkpoint you will enter the village. The first part of the village run is straight so you will be able to lean back on the board to gain more speed.

**5** Once you have passed through the second checkpoint you will approach a medium left hand bend. Dab the Square button as you need it to help you slide round.

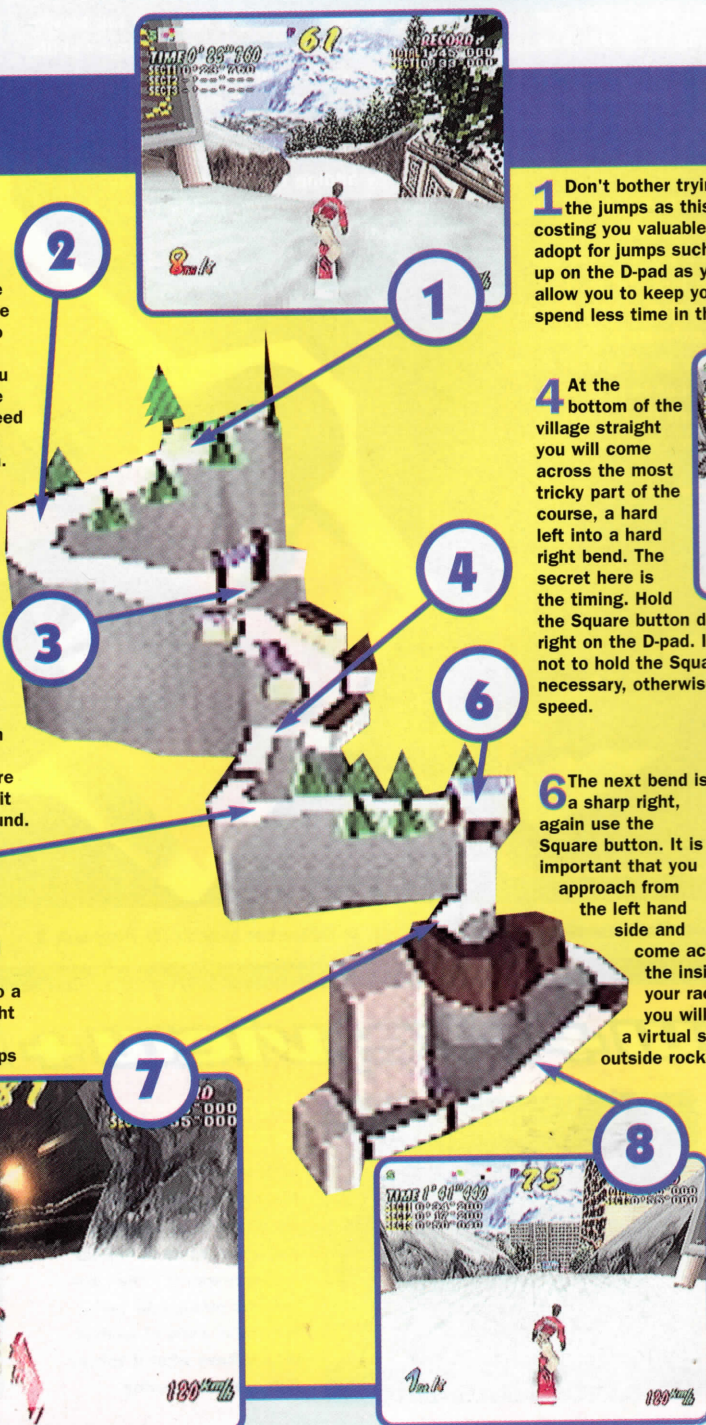
**7** Once you have passed the third checkpoint you will come to a medium left bend leading into a tunnel. Come into the bend from the right hand side trying to cut as close to the apex as possible. The tunnel then sweeps right. Use the Square button to ease yourself round the bend by dabbing it as it is needed.

**1** Don't bother trying to pull off any tricks over the jumps as this may result in a wipe-out, costing you valuable time. The best strategy to adopt for jumps such as this first one is to push up on the D-pad as you pass over it, this will allow you to keep your speed up because you spend less time in the air.

**4** At the bottom of the village straight you will come across the most tricky part of the course, a hard left into a hard right bend. The secret here is the timing. Hold the Square button down and press left and then right on the D-pad. It is important to remember not to hold the Square button for longer than is necessary, otherwise you will lose too much speed.

**6** The next bend is a sharp right, again use the Square button. It is important that you approach from the left hand side and come across as close as you can to the inside rock face in order to keep your racing line. If you fail to do this you will either have to slow down to a virtual stop or end up clipping the outside rock face.

**8** Once you have emerged from the tunnel it is just a matter of leaning back on your board to gain the maximum speed possible as you sprint to the finish line.





Cool Boarders 2 is a fast action sports sim incorporating all the thrills and spills of Snow Boarding. The player is offered a number of different disciplines in which to take part, from freestyle and halpipe competitions to combined downhill racing. The fact that there are so many skills to learn means that it can be tricky to master. So if you have ever wondered how to score mega points in the big air competition or how to approach those super fast downhill runs then read on.

### Sunset Downhill

### Map 2

**1** As soon as you start the race lean back on the board to gather speed as quickly as possible. The straight is reasonably long so you will be able to continue this for a while.

**4** As you come around the next medium left hand bend you will see a fallen tree across the snow in front of you. If you keep tight on the inside of the bend as you go around you will find you have no problems passing through the gap on the left. If you end up taking the bend too wide, don't panic. Simply tap the X

button just before the tree and jump over it. A bit further on there is another fallen tree, so just repeat the method.

**6** At the end of the narrow path there is a bend to the left. By staying close to the left side you will end up in a banking curve which will take you right round. However, if you go into this bend on the right side you will shoot straight off the top of the bank and over a cliff.

**2** At the bottom of the straight you will come to a number of bends in quick succession, medium left into medium right repeated. The secret to getting through this gully is to weave from left to right on the D-pad pressing the Square button at the end of each turn. It is important to avoid the temptation here to hold the Square button down for too long as this would result in a great loss of speed.

**3** Once you have made it through the gully you will pass through a checkpoint. After this you will find yourself on quite a wide snow field. Get yourself on line as soon as possible (slightly to the left) and lean back. As you reach the end of the snow field the path between the two rock faces will become narrow again. Watch out for a sharp left bend a bit further down the gully.

**5** Once you have passed the second checkpoint you will find yourself on a narrow path with a cliff face on the left and a serious drop on the right. It is vital to take extreme care at this point. Try to stay reasonably close to the left side and steer clear of other contenders who will knock you off if they can.

**7** Once through the banking curve it's just a simple matter of a quick succession of left and right turns and a sprint to the finish.

### Mirror Mode

**TIP** To access the mirror mode finish competition mode in the top 3. After the awards ceremony you will receive instructions on how to obtain mirror mode. Once you return to the main menu highlight freestyle or competition mode. You will now see Mirror R1 + X appear in the TV screen. Press R1 and X to start and you will be able to play mirror versions of all the tracks.





## Bear In Forest

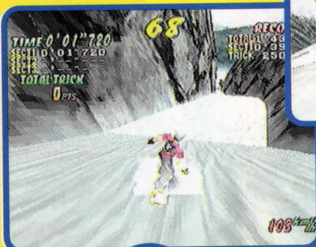
**1** The beginning of the third track starts with a slight right bend turning into a slight left bend. As soon as you start off turn slightly right. If you hold that line it should take you straight through the double bend and over the first jump.

**3** Just before the second jump there is a tree with no leaves slightly to the left. Try passing it as closely as possible on the right, then cut left. This will allow you to miss the jump and go down a slope instead. This will give you a little more speed and allow you to overtake racers just in front of you who go for the jump.



**6** After passing through the checkpoint gate you will drop into another wide section with even more trees. Again the best approach is to look as far ahead as possible and try to head for open areas. If possible try to keep straight rather than weaving across the slope.

**9** Just before the end of the race there is one final jump. By pushing up on the D-pad as you go over the edge the boarder will drop on the steep slope that runs off the jump, then push down on the D-pad to lean back on the board and sprint for the line. Remember, don't be tempted to try and pull off a risky jump or you may wipe-out before the line.



the trees. Trees appear all the way through this course in various densities so take care. The best tactic to adopt is to try to look as far ahead as possible and take evasive action early, this will save you using the Square button as much allowing you keep your speed up.

**2** Once over the first jump you will appear on a slightly wider part of the track with a cliff edge to the left, a rock face to the right and trees dotted about in the middle. Try to stay as close to the middle as possible and weave your way through

**4** As you come out of the trees there is a yellow warning sign on the right, at this point the track will become really thin with a sheer drop to the left. Be particularly careful through this section, if you go too close to the left side you will slip off the edge. However, if you get too close to the rock face on the right you run the risk of clipping the wall and being catapulted off the edge. Also remember to steer well clear of other boarders as you nearly always come off worse.

**5** The narrow track will veer left followed by a sharp right. Try to stay as close to the middle of the track as possible until you can see the sharp right on the horizon. Now move a touch closer to the left so that it's possible to turn into the sharp bend earlier. Then just use the Square button to slide round, you may have to slow right down but it saves sliding off the edge.

**7** Remember it's fine to clip the branches of the trees, so don't panic if you feel that you are going to cut it too close.

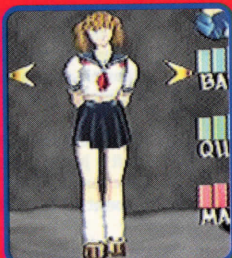
**8** As you head towards the third checkpoint try to keep to the left, this will allow you to keep your speed up by bombing down the slope at the side rather than going over the jump. Again this will bring you out in another wooded section so be careful when leaning back on your board.



## Alternative Clothing

### Cheat

To access Cindy in leather and Irin in a school uniform enter the following code. At the main menu highlight load or new in competition mode and press Down, R1, UP, R1, Down, R2, Up, R2, Up, Up, R1, Down, Down, R2. The alternative uniforms will now be available in all modes except competition mode.





### Railroad Trip

### Map 4

**1** The beginning of this course starts with three gentle bends, an easy right into an easy left and then back into an easy right. As long as you adopt the correct line there should be no need to use the Square button. Once past the last bend there is a jump, push up on the D-pad to minimise your air as you pass over the jump, then push down as you land to increase speed.



**4** Once through the medium right there is a slight left leading to a checkpoint. After passing through the checkpoint there is a reasonably straight section so lean back on your board to give your speed a boost. Remember that there is a little jump at the end of the straight, so as soon as the board is in the air turn left so that you land turning.



**2** At the bottom of the jump you will find a wider part of the track which ends in a gully with rock faces either side. Continue to lean back until you reach the mouth of the gully. Once you reach the narrow gully touch right on the D-pad, then hold left. You should then sail straight through the bends.



**3** As you fly round the big left hand turn you will end up on some ice going into a medium right hand turn. As the boarder starts to move wider on the bend it may be necessary to use the Square button to avoid clipping the rock face.



**6** The red and blue banners on the left side indicate a big long right turn, approach from the left side and

hold right until you have swept round the bend. After the long right there will be a quick left followed by a jump so, don't oversteer on the big bend or it will spoil your line.

**8** By staying at the bottom you will keep your speed up.



**10** At the bottom of the steep bends there is a jump over a ravine, if you haven't got much speed up don't push forward or you may end up not making the jump. Once the jump has been landed lean back until you reach the second jump. After the second jump it's just a matter of leaning back till you cross the finish.



**9** Once through the ice halfpipe the track twists and turns a bit and then suddenly drops into a steep left then right. Be ready at this point to dab the Square button if you feel that you're a bit close to the wall.



**5** As you come round the left turn you will see a piece of railway track protruding from the slope, don't be tempted to try to use this as a jump. Instead, just miss it and use the slope to gather more speed.



**7** After a while you will come across an ice halfpipe snaking left then right. Try to stay at the bottom of the run rather than riding up the sides, this will stop you being thrown over the top as you take the bends and will help to maintain your speed.





## Take It Easy

## Map 5

**2** As soon as you land lean back to gain more speed.

**4** At the end of the long right bend the track becomes even thinner with solid rock walls on either side, so take care. Approach the gap as close to the middle as possible, then touch left to follow the contour of the left hand rock face. As you approach the banking left hand corner use the Square button and left to slow down a little, this should keep you at the bottom of the bend and allow you to accelerate away.

**5** Remember to lean back as soon as you get the opportunity.

**6** After the steep banking left bend the track becomes reasonably straight for a while with only a couple of gentle bends. However, just before the tunnel there is a sharp left into a sharp right, this may require you to slow down a little but you can easily reach top speed again through the tunnel.

**8** At the last jump keep to the right as opposed to going over it. This will allow you to lean back down the slope and gain that last burst of speed at the finish. Try heading for the trees on the left just before the sharp left into sharp right bends. If you manage to dodge the trees you can leap across the ravine and save yourself some time.

**1** Track Five is one of the shortest tracks available. You start off being faced by a jump and then a few tight bends leading on to another jump. Again don't be tempted in to trying any jumps, just lean forward in the air and concentrate on the job in hand.

**3** Once over the second jump you will have a few seconds to lean back and gather more speed. After this the track will become narrow and go into a long right hand bend. Be careful here as there is a solid rock face on the left of you and a sheer drop on the right. Also steer well clear of other boarders at this point as they will knock you off the edge if they clip you.

**7** The tunnel will end in a jump so push forward to minimise the air that you get and avoid the trees at the bottom.

## Extra Boards:

### TIP

There are three extra boards available to use in all the events apart from the combined competition, each board giving extra performance. To access the extra Alpine board finish first in five of the nine Freestyle racing stages.

To access the extra Freestyle board finish first in five of the nine Freestyle trick stages.

To access the extra All Around board finish first in five of the nine Freestyle Total stages.

BOARDER  
ALPINE  
SPECIAL

MAXSPEED

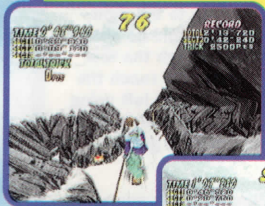
RESPONSE

STABILITY



### Pipeline Canyon

### Map 6



**4** As you come round the corner after the first checkpoint try to cut as close as possible to the rock on the right, this should mean that you miss the blue netting on the left. Once you pass the blue netting you will be on a good line to go along the pipe. Before you reach the pipe turn into a fakie by pressing R1, this should

greatly reduce your speed and allow you to skillfully make your way along the pipe and to the new route



**6** At the bottom of the jump there is a straight leading into a long left bend. As you turn into the bend you will notice that there is a snow covered pipe running down the centre. The left bend will end up in a medium right, use the pipe to help you through this section. Try to stay on the inside of the bends, this will allow you to use the pipe as a bank which means you will be able to corner a lot faster.



**7** Just past the second checkpoint there is a long left bend with a sheer drop on the right. There are also two pipes sticking out halfway across the track with a strip of ice on the on the right. Approach this bend from the right hand side and you will be able to get passed the two pipes on the fast ice, then just tap left and the Square button to just miss the rock face. If you approach the bend from the middle or left and try to move out to avoid the pipes you will slip off the edge on the ice.



**9** There is a second section where there is a narrow path with a sheer drop on the right. This time approach from the left and try to keep away from the edge. As before, if you want to use the faster ice on the right then you must approach from the right, don't try to move out to use the ice once you are on the path otherwise you will slip off the edge.



**1** The start consists of an easy left into an easy right, remember to avoid the metal beams in the snow as early as possible. As the track becomes even narrower there is a long sweeping left hand turn, it should be possible to go right round this without having to use the Square button, but be ready to touch it if need be.



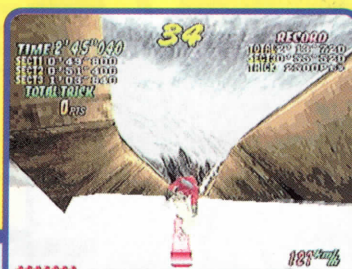
**2** After the jump there is another long left bend. Again there is no need to use the Square button. As you come out of the bend keep holding left for a split second to move yourself to the middle of the track. This should allow you to be able make the next sharp right without sliding under the pipe. If you do hit the pipe you will slow down to a virtual stop.



**3** As you approach the three vertical beams steer just right of the middle one as this is the widest gap. Once you are on line through the gap lean back to boost your speed before you reach the jump. After the jump there is a little straight leading into an easy right. Try to cut this corner as close to the rock face on the right as possible so that as you come out of the bend you almost clip the blue netting on the left side.



**5** The narrow section can be pretty tricky. The best method of getting through without clipping a wall is to remember the sequence of bends, easy right, easy left, easy right into hard right. Now you can line yourself up at the start of each small straight so that you minimise the turn. Remember that the last right turn is particularly tight so you may need to hold the Square button for a bit longer.



**10** Approach the two pipes from the middle. Try to keep the boarder's head in the middle at all times, this will give you a guide to the perfect line.

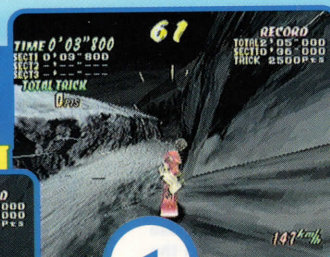
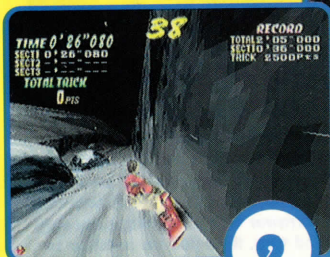




## Freezing Point

## Map 7

**2** As you turn the bend you will see several rocks protruding from the snow. Avoid them for a faster time. It is possible to jump them, however, once you are in the air your speed will drop. If you come out of the previous corner wide it should be possible to pass between the rocks and the wall on the right side.



**1** As soon as you start move across slightly to the right, on this line you should be able to go straight through the first few bends. When you reach the third bend turn sharply left using the Square button, then turn sharply right and lean back on the board to gather more speed.

**4** Once you have passed through the checkpoint jump there will be a series of small bends that open into a straight. The walls of the straight are solid rock on each side, but you will see a patch of snow on the left wall. Although it doesn't look possible, you can actually go up this and take a short cut. As you approach the patch of snow move over to the left wall, then as you arrive just hold left on the D-pad.



**3** After the rocks there is a nasty sharp right with a drop to the left. If you don't get the correct line the boarder will slide off the edge. Head for the yellow caution sign, as you speed towards it make a sharp turn to the right.



**5** When you arrive at the long sweeping left get into the middle. There is no need to use the Square button, just keep holding left and release if you get too close to the wall. On the right there is a patch of ice, if your line takes you over it you will speed up but don't move over to catch it or you will slip off the cliff.

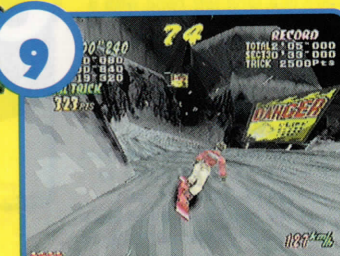


**6** Once you are over the jump you will come to an icy section of the course. The icy section is fast and uneven so just before you come to the second bump turn sharply to the left. This will slow you down enough to make the turn without taking off and smashing into the wall.



**7** The icy run brings you out into a tiny straight before you have to cross a rope bridge. Use the time you get on the straight to line yourself up with the bridge, if you line up early enough, lean back on the board to increase your speed. It is difficult to correct your line once you are on the bridge as it is difficult to see.

**8** The second checkpoint is on the far side of a ravine, so you need to jump it. Get yourself on line as soon as possible and lean back, this will increase your speed and allow you to make the jump. Continue to lean back on the board in the air and the nose will rise a little, allowing you to land the jump.



**9** Once you see the yellow warning signs, move as close as you can to the left wall. As soon as you can see the gap in the right hand edge make a sharp right hand turn and you should just slide round the gap. Immediately after you have made a sharp right make a sharp left to avoid heading off the edge. Now just carry out the same procedure the opposite way round on the next bend.



# Winding River

## Map 8



there is another path below it. If you are on the lower path you may need to lean back in order to make the jump.

**5** After landing, again slowly move over to the left wall. This should avoid the hidden gap on the right hand side.



**6** Approach the second checkpoint jump from the left side as it is almost impossible to make the jump from the right. Again remember to lean back on the board to enable you to land the jump.



**7** The best route through the trees is straight through the middle, then move over to the right and finally cut back across to the left. Remember there is a jump after the trees so lean back once you have cleared them.



**1**

**1** As soon as you start turn left to get yourself on line for the jump, then lean back otherwise you won't make it. Once you have landed straighten up and lean back again. After a moment you will see a sharp turn to the right, wait until you can just see the first tree then turn sharply right. Keep pressing the square button repeatedly, holding it on for a few seconds at a time. You should now take a line in front of the first tree, then between the house and the rest of the trees.

**2** Keep close to the rock face, using it as a guide to the track ahead. This should mean that you will miss all the hard to see edges and gaps.



**2**



**3**

**3** Enter the tunnel on the left and move across to the right. Just before you reach the sharp left hand bend, turn left sharply by turning slightly early- you should just skim the inside wall of the bend and gain the perfect line.



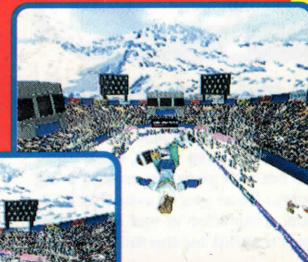
**8**

**8** Try to stay away from the edge and lean back. Watch out for other racers here as they will knock you off if there is contact. Once you have passed the narrow ledge it is just a case of racing over the last couple of jumps before the finish.

## Big Air Tips

### Tip

If you know how to prime your tricks properly you will be 90% of the way to pulling off some stunning moves. To prime a trick simply hold down the X button and press any direction on the D-pad. If you press down on the pad your boarder will spin backwards, if you press left your boarder will spin left, and so on. The secret to priming is timing, the longer you hold a direction the greater the spin in that direction will be. Each of the characters have different attributes so will require different amounts of priming. At first it is best to stick to the same character until you are totally familiar with their timing. Try practicing flips, once you have identified the point to hold the forward or backward direction in order to land on your feet, remember it. Now as you start to prime your flip, switch smoothly from up or down in to a diagonal to incorporate spin into your jump. Once you have mastered this you should be able to pull off some of the top tricks.







## Snow Ruins

## Map 9

**3** You should be able to see a rock in the middle of the track as you come out of the sharp bend. It doesn't really matter which side you go round, but remember that the track becomes slightly thinner once you have passed the rock, so turn back to the middle.

**4** After the first checkpoint jump you will land on a long straight leading a section of steep bends. At the bottom of the series of bends there is another jump, before you reach it turn into a fakie. Approach the jump from the left and as soon as you are in the air hold the Square button and press right. When you land you should be aiming to just miss the rocks on the right. If your line is right you will sail between the two pillars and into the shortcut.

**6** When the left wall of the narrow zigzag path disappears make a hard turn to the right, at this point you can't see where you are going. The path turns hard right and then slowly turns left so try to keep on the right hand side. If you are too far over to the left you will slip off the edge.

**8** Remember to use the Square button when you are in the air to turn the board and help you make it round the next bend.

**9** When you pass through the second checkpoint you are nearly home and dry. There is just one more jump to go. Lean back as early as possible as it is a big jump. Once you're over this it is just a question of one more bend and a sprint for the finish.

**1** At the start come out of the second bend as far over to the right as you can, this will put you on the perfect line to pass the rock on the right. Be sure to stay as close to the rock as possible as there is a sheer drop just to the right. You can pass the rock on the left if you prefer, but this is tricky.

**2** After the first jump you will come to a nasty set of steep bends. The first right turn is pretty sharp so it's heavy on the square button. However, the next couple are not as sharp so just keep in the middle and turn into the bends early to get the best line. Again the last bend is sharp so be prepared to turn hard.

**5** Once you have passed the checkpoint there is a small straight running into another series of sharp steep bends. Try to cut as close to the inside as possible to get the best line. If you hold the Square button and a direction while in the air it is possible to turn the board so that when you land you turn away from the wall. This is particularly useful in situations such as this.

**7** As you come out from the tunnel you will see another rock ahead. Instead of taking the obvious route to the right, take the left route. This is a lot trickier as the path is only twice the width of your board but it will save you those valuable seconds.

## Extra Track

To access the extra track finish the competition mode in the top 3.



## BONUS LEVEL: Dive Into The Cave

## Map 10

**2** Although having said that both routes are equally fast it should be noted that the route on the right has a particularly nasty jump. Be sure not to lose your speed as you approach the jump or you will fly down the ravine. To make the jump with ease approach it from the left side as it is a shorter gap to jump.

**4** After the jump across the open ravine you will be given another choice of routes to take, left or right. Again it is down to personal preference. If you head right you will pass over another jump, as you land you will see a number of beams in the way. The best way of passing these unharmed is to try to stick to the middle. All the beams are slightly offset so it is easy to turn round them.



**1** At the start of Track 10 you get the choice of going left or right into the tunnel. It doesn't really matter which side you go as they are both equally fast. Both routes are covered in ice so be careful not to leap into the walls as you take the bends.



**6** If you take the left route at the second split you will come to an open part of the course with a sweeping right hand bend. Remember not to slide too far over to the left as you go round the bend or you will slip off the edge.



**3** Once the two tracks join back into one there is a narrow bridge. Try to get into the middle of the track as early as possible, once you are on line just lean back to gain speed and nip over the bridge. It is important to get on line early as turning on the bridge is tricky and often results in your boarder slipping off the side.

**5** Once passed the beams the track will become narrow. Try to stay as close as you can to the left wall. This should help you with your racing line through the bends.



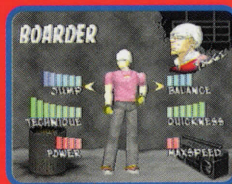
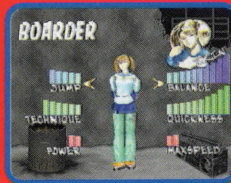
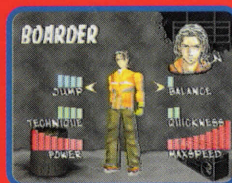
**7** After a while the tracks will join together again, as they join you will see another narrow bridge- again try to get yourself on line as early as possible. Once on the bridge lean back and race for the last jump. The jump will come out at the finish line so lean back as soon as you land to gain those valuable few seconds.



## Hints and Tips

Each of the characters have different strengths and weaknesses so making the right choice is vital. Jin is the fastest by far, however, his jumping is poor. If you are trying to beat the track records in the freestyle event he is the character to choose once you are used to the tracks. Irin is great for learning to perform the tricks as she is the best jumper available, but she is slow so not really suitable for the combined event. Cindy and Yaggi are the intermediate characters, making them a good choice for the combined. Cindy is the slightly faster of the two, but she lacks balance. The point to remember is to choose the best person for the job.

There are three different types of board available to choose from each suited to a particular event. Freestyle boards are ideal for performing tricks, but are too slow to use in racing situations. The Alpine boards are really fast, but not practical for jumping. The best boards are the All Around boards as they are more versatile. However, it should be noted that both the Alpine and the All Around boards lose speed when in fakie.



## Extra Riders

There are several characters that can be unlocked as you progress through the game. To play as the Alien boarder score 40 or more in the Halfpipe. To play as Frosty the snowman beat all records on all tracks in the free style mode, including track 10. To play as boss come first in the mirror mode competition. ■





# FIFA

## Road to World Cup '98



Success isn't easy to come by. It's a funny old game you know. One minute you're up with the best, and the next you're right back with the rest. How can you overcome these football shortcomings? Read on...

### Team selection

Almost as important as the tactics themselves. Ultimately these are the people you have on the field to make your plans work. Remember to pick the right squad of players for the formation you have chosen. It's no good having five midfielders if you only require three.

### Tactics

While it's possible to win using almost any formation you are best sticking to a 5-3-2 while you get used to your team. Keep the midfield in a diamond formation to

fill all the space you can in the centre of the field. If things are a little more desperate go for four up front but be warned that this leaves huge gaps in the midfield and defence. The other team then have a greater chance of a breakaway goal.

### Attacking bias

It's always dangerous to go for all out attack so be sure to keep it at halfway until you are proficient enough to step it up. Ideally though you should never raise the bar above three quarters as this leaves your back line of defence



↑ It's just like the real thing you know. Just look at that lens flare! Lovely

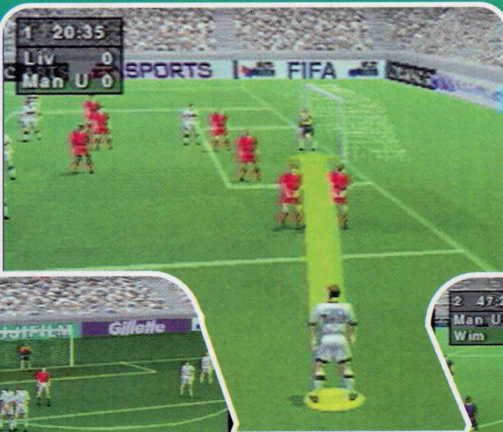


↑ Yet another way of almost guaranteeing success. Run in at an angle



➔ It's worth taking a shot from here. It's surprising how often it's successful

↓ A shot from here has to be good. It may be worth trying to find a player to pass to if you're not too confident



➔ Just another day's work for the Manchester boys

↓ Kicking over to the edge of the area gives you a scoring chance



just on your side of the halfway line. A quick break is all the opposition need to score a valuable goal.

### Penalties

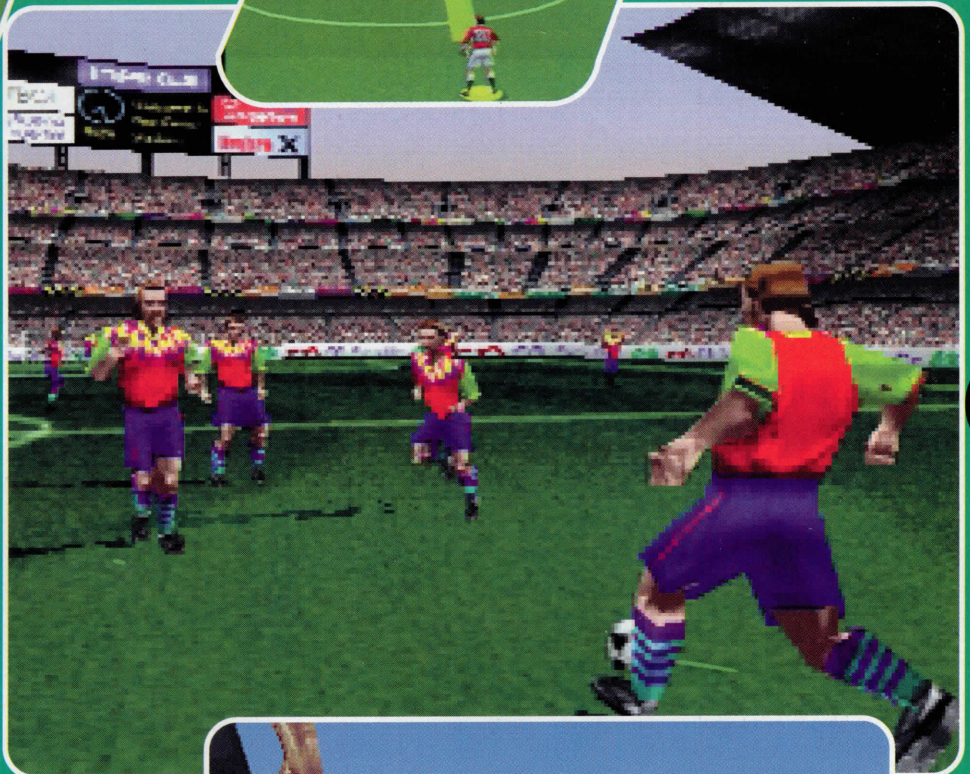
Relatively straightforward stuff. Thump the ball into either corner as hitting it straight rarely reaps rewards.

### Throw ins

Toggle through the players until you find one in the clear. It's usually a bad idea to throw the ball back towards your goal and the best policy is to make some ground with it. Use the ball to do your dirty work. A great way to give yourself a chance to score is to throw a long ball into the area if at all possible. Your chosen player will run forward to greet the throw. From here you can hopefully have a first time attempt at goal. If it's a little too risky however, you may want to lay it off to another player who can do the business for you instead. The options available to you are almost endless.



↑ Crossing the ball from the flanks can reap some great rewards



↑ There's very little to complain about in the latest FIFA release. It's an absolute dream

➔ The whole arena is as real as can be



↑ A goal is almost guaranteed from here

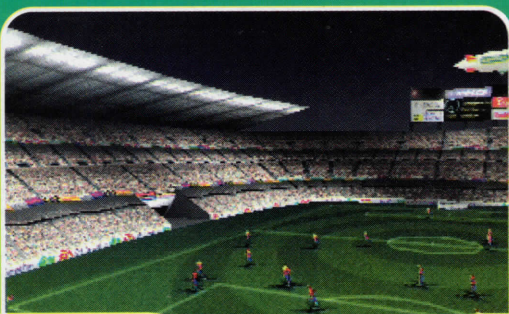






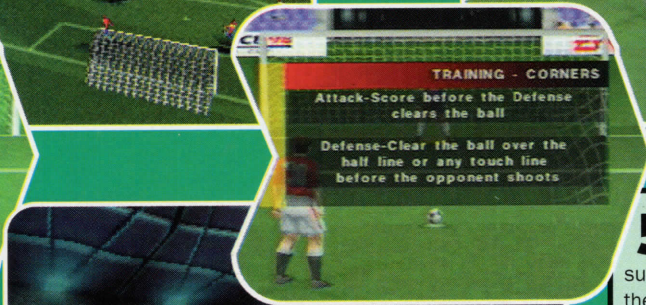
➔ The pitch is mowed to perfection to make the ultimate playing surface

⚡ There's not really any excuse for missing penalties. What better chance do you want to score?



➔ One of the most successful ways to get the ball into the net

⚡ Training yourself up to tackle any problem is a great idea



## Scoring goals

No game of footie is of any worth when you obtain a nil-nil draw and it's goals that will win you a game. Nobody ever won a game without scoring at some stage did they? There are many ways in which you can go about this in FIFA 98 but the most successful ways are detailed below.

## Scoring using feet...

**1** The free run into the area is usually a sure fire way of scoring unless you happen to spoon it over the bar. This happens rarely assuming your top striker is on the ball. Remember that the 'keepers are amazingly agile when close up so don't leave the shot too late or you could wind up losing the advantage.

**2** At the edge of the D outside the area give the ball a whack and you may just find yourself a goal to the good. It really is almost as simple as that.



⚡ Do the funky gibbon! Getting around the keeper is a rare occurrence but it can be done

**3** If you're running in from the wings it's a great way to keep the 'keeper wondering. When in the area you can either blast it to the near post or more successfully check in at 90 degrees to the goal and curl it in at the far post.

**4** The windy run is the most rewarding goal you will ever score. It's a solo effort which puts all others to shame. This involves you using the speed up button, dragging button and flick buttons. It's not going to win you much praise due to its usual failure, but when it works it's a dream.

**5** A low pass across the face of the goal is almost as successful as a one on one goal. If the pass beats the keeper you're well on the way to scoring. There is usually one of your players running in on the far post. You may have to delay the pass momentarily while some back up arrives.

## Scoring with your hands...

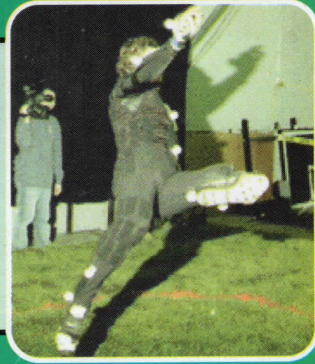
Pick Diego Maradona up front and cross the ball over to him. Watch in amazement as he simply tips the ball over the keeper like a volleyball pro. Actually, no, it's best not to try this one, since it doesn't exist.

## Tackling

This becomes more difficult as you progress from the amateur to world class skill levels. The slide tackle is effective in the amateur and professional skill levels, as is the toe in tackle. When you step up to world class level almost every player is impossible to tackle. The toe in tackle works best in WC mode as the sliding tackle is usually avoided. Even then you had best hope to time this well to drag the ball away from an attacking player.

## What a bulb!

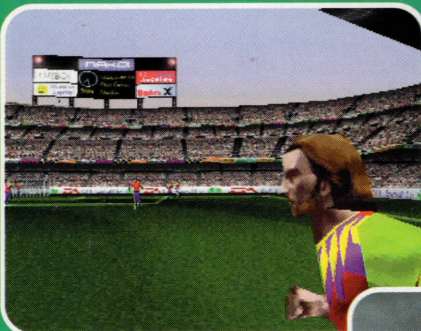
Surely nothing on Earth can be as ridiculous as having a load of light bulbs strapped to you and falling around like a loon? Well that's exactly what happened to Tottenham's Gallic star David Ginola who hopped, skipped and jumped through several moves to provide the frames for the true motion capture. What a guy!





### Scoring with your head...

- 1** Crossing the ball in from the by line and curling it slightly away from the 'keeper can lead to a spectacular header at the back post. Obviously this is a little trickier than keeping the ball at your feet, but you'll be surprised how often the header floats past the 'keeper.
- 2** The corner works in much the same way as the cross although for the best results raise the trajectory as high as it will go and aim out slightly from the keeper. Hold down the square button so the arrow extends a little and then release. If you've done it right it will reach the player on the back post who can head it home. Occasionally the 'keeper will parry it just far enough so another of your players can nod it home.
- 3** Another good way of giving yourself a great chance of goal is to hoof the ball towards the opponent's area when you are awarded a free kick just inside your own half (or just in the opposing half). Aim the kick at the corner of the D outside the area, raise the trajectory and hit the pass button. Don't worry if it doesn't seem to be aiming at a friendly player, they'll run to meet it. If you get this just right you can just glance the ball towards goal and over the stranded 'keeper's head.



- ↑ Is he likely to connect with the loose ball? Of course he is
- ← Nice beard
- ↓ Proving beyond all reasonable doubt that anybody no matter how stupid they look can play football



### Scoring from free kicks...

- 1** When aiming your shots from free kicks just outside the area try to keep the arrow at ground level as any power you put on will fire the ball above ground level. If you add too much power you're left with a rather pathetic rocket over the bar, so just allow the power to raise the trajectory a little to hit the ball straight and true. You'll be surprised how often you can gain the upper hand from these.
- 2** Passing the ball to a free player either just inside or outside the area is also recommended as he's definitely got a better chance of scoring from where he is. If he's a quick player he will be able to control and turn the ball in next to no time. Some teams will allow an attacking player plenty of room in favour of a larger wall. So make them suffer.





# Mail Zone

Send your gaming troubles and strife and Zone'll sort it

## Dear PlayStation Zone

Since I can't afford to buy many games on their release, I am a big fan of the Platinum range. I have recently delved into wipEout and wondered if you had any helpful tips for a novice player like me?

### Reply

Try these for size my good man. We're here to help at the end of the day.

### For new vehicle classes:

#### Rapier Class Active

Hold L2, R2, L, Start, Select then press X while holding the others

#### Speedy Firestar Vehicles

Hold L1, R1, R, Start, N, L, then press X while holding the others..

## Dear PlayStation Zone,

I have been playing Final Fantasy VII since it was released, but I haven't been able to defeat the Emerald or Ruby weapon. It's a great game but I'm starting to lose my rag. I've even been able to beat Sephiroth and complete the game, but these two monsters have me completely stumped. Can you

please help I'm at the end of my tether?

### Reply

Your troubles will soon be over with these handy hints to save the day. You simply can't fail now.

## Emerald Weapon

First you'll need to trade the guidebook for the underwater materia with the Kalm Town trader. To get the guide book by going to the underwater reactor (Junon), morph a character called Ghost Ship. Return to Kalm town once again and trade for the underwater materia so the timer won't expire underwater.

You now need to equip Knights of the Round and Phoenix paired with Final Attack on your strongest character. You also need to equip W-Summon. Put Mime on each of the other two characters and attack with the Double Knights of the Round. Then let a character mime it.

The Emerald weapon will counter attack with its 9999 draining hp attack. This will more than likely kill you, but since Phoenix is equipped with Final Attack, everyone will

be brought back to life with maximum energy. Repeat the Knights attack combo and your efforts will be rewarded with the Earth Harp.

## Ruby Weapon

Use the same strategy you used to fight the Emerald weapon, but because the Ruby Weapon drains two characters into the sand randomly, you'll need to put all the above Materias on one character. Kill the two members without the important Materia before you enter the battle so Ruby Weapon won't drain your main character into the sand. You will eventually obtain the Desert Rose.

PlayStation Zone  
Rayner House  
23 Higher Hillgate  
Stockport  
SK1 3ER  
email andy-  
sharp@idg.co.uk

## Broken Sword2

## Dear PlayStation Zone

Can you please help me on Broken Sword 2. I've been stuck on the same bit for ages and will soon smash the disk if help doesn't arrive. I'm stuck in the room with the statue and three boxes in the warehouse. How the hell do I get out of this place? What needs to be done here?

### Reply

Well the answer is relatively simple. What you need to do is rescue Nico from a secret room close by. After Grabbing the small crate you need to the use the large crate to block the

sensor on the lift door so it won't close again. Flick the switch by the elevator door to switch on the lights.

On the wooden panel at the back of the room are some scratch marks. Examine them to reveal a secret door. Open the door and step into the secret room. Nico is inside tied up. Pick up the fetish, remove the tape over Nico's mouth and talk to her. Untie her. When she asks if you remember Inspector Moue, reply yes. Pick up the tape you removed from her mouth before leaving the room.

Use the tape over the sensor on the lift. Use the crate which blocks the

door. Then use the small crate followed by the large crate to the left. Use the rope on the statue. Use the pallet carrier to lift the statue from the floor. Lower the carrier again after using the rope on the pulley. Try to push the statue. You can't do it alone. Ask Nico to help.

Step outside once it's smashed through and use the handcuffs on the cable to slide away to freedom. You will now make your way to Quaramonte port.

Good luck, you are going to need it. Things don't get any easier from here. Your troubles have barely begun.



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# Bloody Roar

Awesome  
players  
guide

Bloody Roar contains many complex moves, with the help of this guide you too can become a true master.

## Key To Moves

Special = Any one of the characters 6 special moves (All moves are described from the normal 1 player starting position of being on the left with your opponent to the right. So if you are to the right of your opponent all the moves will be reversed.) (All the combination moves incorporating the beast button require you to be in beast mode. All the combinations not including the beast mode button can be performed in any mode.)

## Tips and Strategies

Don't just press the buttons wildly, work out which combinations of moves work well using the practice mode. Try to familiarise your self with a wide range of moves so that you can flow from one move into

another. Your beast bar will charge-up at different rates so depending on how frequently you are hitting your opponent, to charge it quickly perform a couple of fast combinations. Try not to turn into a beast as soon as you can or you will change back after

being hit once. A good tactic is to perform quick moves to charge the beast bar up to full, then change into a beast and go into Rave mode. This will allow you to win the first round really quickly. Now when you start the second round you will still be a beast, you will also be able to go back into Rave mode.

## Cheats and Bonus Features

### Alternative Costumes

To access fighters in alternative costumes select Arcade or VS mode. Then instead of using the Start button select the characters using the ●.

## Big head mode

Each of the characters can be played with an extra large head. Select Arcade or VS mode, then choose your fighter by holding L2 and pressing the ●.

## Small Fighters

You can also play each of the characters as children. To do this simply select Arcade or VS mode, then choose your character by holding R2 and pressing the ●.

In the options menu there is a section called Bonus Modes. This section allows you unlock extra options by completing the game at various levels.

### Smaller ring:

Complete Arcade mode on level 4 or above using Greg.

**Larger ring:** Defeat 10 opponents in succession in the Survival mode.

### No walls:

Complete Arcade mode on level 4 or above using Mitsuko.

**Invisible walls:** Select Fox as a fighter and complete Arcade mode on level 4 or above.

**Regenerating energy bars:** Finish Arcade mode using Bakuryu on level 4 or above.

**No energy bars:** Complete Arcade mode on level 4 using Yugo.

**Control cameras:** Defeat all 9 opponents in Arcade mode on level 4 or above using Alice

**Psychedelic mode:** Finish Arcade mode with every character on level 4 or above

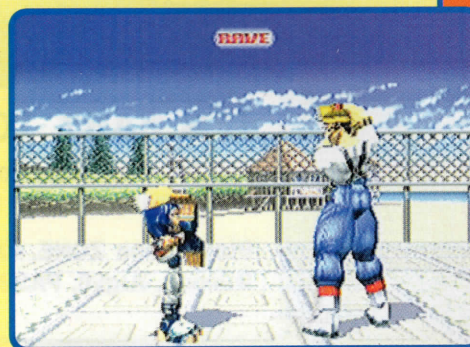
**No guarding:** Complete Arcade mode with Gado on level 4 or above.



Big Head Mode ↑



↑ Alternative Clothes



↑ Small Fighters





↑ Triple Bear Hug



↑ Nine Hit Wind Up Head Butt Combo

## MITSUKO: The Passionated Searcher

### When Your Opponent Is On The Floor

- ↓ + ■ Forearm smash
- ↓ + × Stomp
- ↓ + ● Belly flop
- ↑ + ■ or × or × Jump on opponent

### Throws

- + × (as human) Leaping head butt
- + × (as beast) Triple bear hug
- + × (from behind) Judo throw

### Special Moves

- ↓, ↘, → + ■ Neck slam
- ↓, ↘, → + × Neck throw
- ↓, ↘, → + ● Lift and smash throw
- ↓, ↘, ← + ■ Charge-up head smash
- ↓, ↘, ← + × Earthquake stomp
- ↓, ↘, ← + ● Wind up (keep hitting B for nine hit combo)

### Powerful Combination Moves

- ↓ + ●, ●, ↑ + ● Head butt in to air, head butt on way down into jumping on opponent
- + ■, × Swing punch into mid kick
- + ■, → + ×, × Swing punch into knee to chest followed by mid kick
- ↘ + ■, ↘ + ■ Double punch in the air (this move can be repeated as many times as you can manage)
- , → + ■ Spinning punch
- , Hold → + ■ Flying shoulder
- ↓, Hold ↓ + ■ Leaping upper cut
- ×, ■ Kick punch combo
- ↘ + ×, ↓ + ×, × Double Low kick into high kick
- , →, × Hard forward kick
- , Hold → + × Human cannon ball
- ↓, Hold ↓ + × Rising high kick
- , ●, ↓ + ●, ↑ + ● Head butt combo
- , ●, Special Double head butt into special move
- ↓ + ●, ●, ↑ + ● Double head butt in to stomp attack
- , → + ● Running head butt
- ←, ← + ● Step back followed by head to chest
- , Hold → + ● Running dive
- ↓, Hold ↓ + ● Dive along floor
- ↑, ← or → + ● Flying head butt



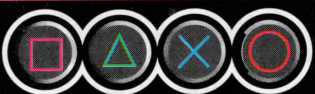
↑ Lift And Smash Throw



↑ Dive Along Floor

Human Cannonball →





↑ Atomic Drop



↑ Double Flash Kick



↑ Leg Sweep Roll

## GADO: The Mercenary Of Legend

### When Your Opponent Is On The Floor

- ↓ + ■ Flying Elbow
- ↓ + × Foot stomp
- ↓ + ● Claw swipe
- ↑ + ■ or × or ● Jump on opponent

### Throws

- + × (as human) Atomic Drop
- + × (as beast) Throat Bite
- + × (from behind) Judo throw

### Special Moves

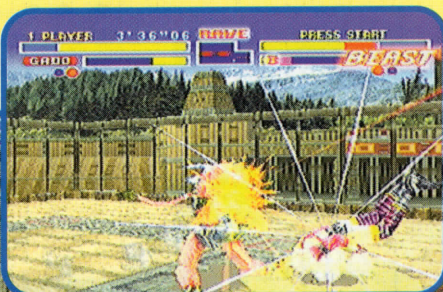
- ↓, ↓, ↓ + ■ Double face smash
- ↓, ↓, ↓ + × Powerful high kick
- ↓, ↓, ↓ + ● Neck rip and slash
- ↓, ↓, ↓ + ■ Charge-up power punch
- ↓, ↓, ↓ + × Charge-up triple kick
- ↓, ↓, ↓ + ● Uppercut slash

### Powerful Combination Moves

- ↓ + ■, ↓ + × Low smash into low sweep
- ← + ■, ■, ×, × Turning elbow smash, high punch into double flash kick
- , →, ■ Running shoulder barge
- , Hold → + ■ Rugby tackle
- ↓, Hold ↓ + ■, ■ Double rising punch
- ×, ← + ■, ■, ● High kick, turning elbow into punch slash combo
- + ×, ×, × Double mid kick into powerful high kick
- + ×, ↓ + ×, × High knee, low kick into high kick
- , →, × Flying knee
- , Hold → + × Running slide
- ↓, Hold ↓ + × Super high kick
- , ●, → + ×, ×, × Double claw slash into triple kick combo
- , ●, → + ×, ↓ + ×, × Double claw slash into high low kick combo
- , ↓ + ●, ● Special High low claw slash into special move
- + ●, Special Hard mid punch into special move
- ↓ + ●, ●, Special Double low claw slash into special
- + ● Leaping Head butt
- ← + ● Step back into strong double punch
- , → + Hold, ● Running dive
- ↓, Hold ↓ + ● Leg sweep roll
- ↑, ← or → + ● Flying slash somersault.



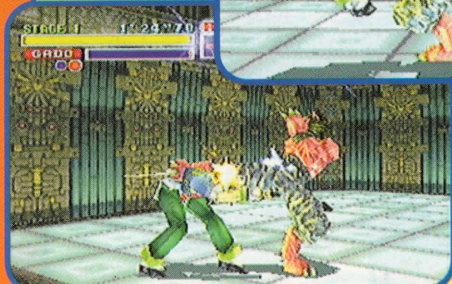
← Throat Bite



↓ Flying Knee



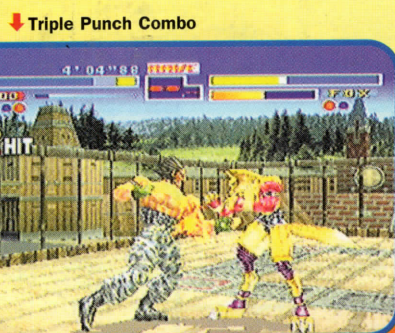
↑ Leaping Head Butt



↑ Charge-Up Triple Kick



↑ Double Claw Slash Into Triple Kick Combo



↓ Triple Punch Combo

→ Charge-Up Power Punch





↑ Reverse Back Smash



↑ Spinning Neck Twist



↑ Front Somersault Into Back Somersault

## BAKURYU: The Striker In The Dark

### When Your Opponent Is On The Floor

- ↓ + ■ Punch to floor
- ↓ + × Kick to floor
- ↓ + ● Claw slash to floor
- ↑ + ■ or × or ● Jump on opponent

### Throws

- + × (as human) Reverse back smash
- + × (as beast) Spinning neck twist
- + × (from behind) Neck drop

### Special Moves

- ↓, ↘, → + ■ Air throw, only when opponent is coming down
- ↓, ↘, → + × Ninja disappear (appear behind opponent)
- ↓, ↘, → + ● Stab and Slash
- ↓, ↘, ← + ■ Charge-up mid palm
- ↓, ↘, ← + × Ninja disappear (Appear in front of opponent)
- ↓, ↘, ← + ● Slashing uppercut

### Powerful Combination Moves

- ■ ■ ■ → + ■ Fast punch combo into spinning uppercut
- ■ ■ ■ ■ Special Fast punch combo into special move
- ■ ■ ■ ↑ + ■ Triple punch into forward flip
- ■ ×, × Double punch into double kick
- ■ ×, ↓ + × Double punch, high kick into low sweep
- , ×, ×, × Punch into triple kick combo
- , ×, ×, Special Punch into double kick with special move to finish
- ↘ + ■, ■, Special High swipe into elbow smash followed by special move
- ↘, + ■, × Backhand claw into back flip kick
- , →, ■ Chest blast
- , Hold + ■ Running swipe
- ↓, Hold ↓ + ■ Rising elbow
- ×, ×, × Triple kick combo
- ×, ×, → + × Double kick into front somersault
- ×, ×, Special Double kick into special move
- ↘ + ×, ← + × Front somersault into back somersault
- ↘ + ×, ↓ + × Low kick into double high kick
- ↘ + ×, ↓ + × Double low kick
- , →, ×, ×, × Triple rising kick
- , Hold → + × Flying kick
- ↓, Hold ↓ + × Forward roll into floating kick
- , ●, ↓ + ● Double claw swipe into double floor slide
- + ●, ●, Special Double claw stab into special move
- , → + ● Lunging head butt
- ←, ← + ● Double claw smash
- , Hold → + ● Corkscrew dive
- ↓, Hold ↓ + ● Double forearm smash
- ↑, ← or → + ● Flying slash somersault



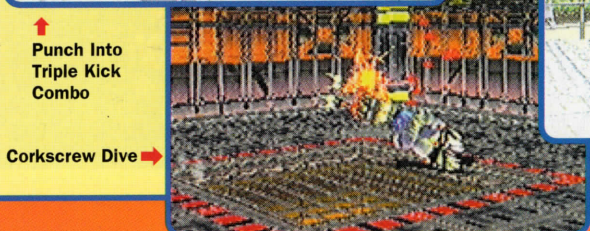
← Fast Punch Combo Into Spinning Uppercut



↑ Punch Into Triple Kick Combo



↓ Ninja Disappear



↑ Corkscrew Dive



↑ Forward Roll Into Floating Kick



↓ Triple Kick Combo

Chest Blast ↓







↑ Flip Kick



↑ Charge Uppercut



↑ Neck Rip

## YUGO: The Mad Persuer

### When Your Opponent is On The Floor

- ↓ + ■ Ground punch
- ↓ + × Ground kick
- ↓ + ● Swinging ground kick
- ↑ + ■ or × or ● Jump on opponent

### Throws

- + × (as human) Judo throw
- + × (as beast) Throat throw
- + × Judo throw (same for beast or human)

### Special moves

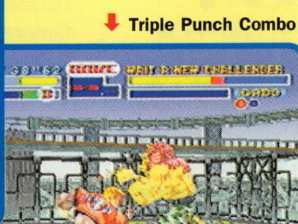
- ↓, ↘, → + ■ Rushing Elbow
- ↓, ↘, → + × Jumping Knee
- ↓, ↘, → + ● Neck Rip
- ↓, ↘, ← + ■ Charge-up Uppercut
- ↓, ↘, ← + × Flip Kick
- ↓, ↘, ← + ● Jump Back (If you come into contact with the wall as you fly back you can use it as a means to launch an attack by pressing either ■, ×.)

### Powerful Combination Moves

- , ■, ■, Special Triple punch into special move
- , ■, ●, Special Triple punch into special move
- , ×, × Punch into double kick
- , ×, ↓ + × Punch and kick into low kick
- ↓ + ■, ↓ + × Low punch into low kick
- ← + ■, ↓ + × High knuckle swipe into low knuckle swipe
- ×, × Double kick
- ×, ↓ + × High kick into Low Kick
- ↓ + ×, × Double middle kick
- ↓ + ×, ■, × Low kick into punch kick combo
- ↓ + ×, ■, Special Low Kick and high punch into special move
- , ×, ×, ↑ + × Punch and Kick combo into leaping spinning kick
- , ●, Special Double slash into special move
- , ↘ + × Slash into low sweep
- , ↓, ● Slash into double handed uppercut
- , ●, ■, ■, ■ Double slash into triple punch combo
- , ●, ×, × Double slash into double kick combo
- ↘ + ●, ↘ + ■ Low smash into uppercut
- ↘ + ●, ↘ + ● Reverse Squat kick
- ←, ← + ● Step back into forward slash
- ↓, Hold ↓ + ■ Leaping uppercut
- ↓, Hold ↓ + × High kick
- ↓, Hold ↓ + ● Spinning Uppercut



← Leaping Uppercut

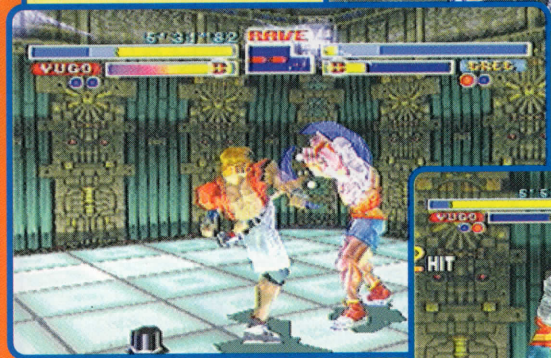


↓ Triple Punch Combo

Judo Throw →



↓ Double Kick



Rushing Elbow →

DoubleSlas Combo ↓



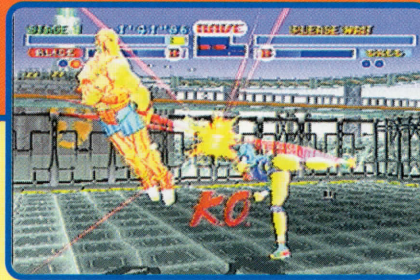
Throat Throw →



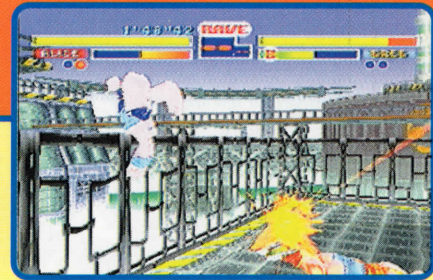




↑ Flip Kick



↑ Charge Uppercut



↑ Neck Rip

## ALICE: The Angel in Counterattack

### When your opponent is on the floor

- ↓ + ■ Double handed smash
- ↓ + × Hard kick to floor
- ↓ + ● Somersault attack
- ↑ + ■ or × or ● Jump on opponent

### Throws

- + × (as human) Shoulder ride flip
- + × (as Beast) Flip kick
- + × (from behind) Back jump

### Special Moves

- ↓, ↘, → + ■ Rising spin attack
- ↓, ↘, → + × Handstand flip kick
- ↓, ↘, → + ● Jump-in head throw
- ↓, ↘, ← + ■ Charge-up mid forearm attack
- ↓, ↘, ← + × Flip kick
- ↓, ↘, ← + ● Jump and land kick attack

### Powerful Combination Moves

- , ■, ■ Triple punch combo
- + ■, ●, ●, ●, → + ● Multi punch combo
- + ■, ●, ●, ●, ↓ + ● Multi punch combo ending in low punch
- + ■, ●, ●, ●, ← + ● Multi punch combo ending in rabbit kick to the head
- + ■, ●, ●, ●, × Multi punch combo ending in high kick
- , ×, ×, → + ■ Double kick ending in hard punch
- , ×, ×, ↓ + × Punch into three kick combo
- , ×, ×, ← + × Punch kick combo into spinning kick
- ↘ + ■, × Strong forearm smash into kick
- ← + ■, ■, Special Double strong forearm smash into special move
- ← + ■, ■, ← + × Double forearm smash into spinning kick
- , → + ■ Running strong punch
- , Hold → + ■ Charging shoulder smash
- ×, ×, ↓ + × Double high kick to low kick
- + ×, ← + × Forward cartwheel into backwards cartwheel
- + ×, ↓, ×, ↓ + ■ Cartwheel into low kick punch combo
- + ×, ↓ + × Double low kick combo
- , → + × Flying Knee
- , Hold → + × Sliding tackle
- ↓, Hold ↓ + × Back flip
- , ●, ●, ↓ + ● Four punch combo
- , ●, ●, ← + ● Three punch combo followed by rabbit kick to the head
- , ●, ↓ + × Double punch into low kick
- , → + ● Running high kick
- , Hold → + ● Running somersault kick
- ↓, Hold ↓ + ● Forward roll into kick



← Leaping Uppercut



Triple Punch Combo →



↑ Double Kick



DoubleSlash Combo →



Rushing Elbow →



↑ Throat Throw



Judo Throw →





↑ Head Throw



↑ Leg Grab And Swing Throw



↑ Charge Up Leg Kick

## GREG: The Obsessed Wanderer

### When Your Opponent is On The Floor

- ↓ + ■ Low swipe
- ↓ + × Heavy stomp
- ↓ + ● Double axe handle
- ↑ + ■ or × or ● Leap on opponent

### Throws

- + × (as human) Strong punch to head
- + × (as beast) Head throw
- + × (from behind) Judo throw

### Special Moves

- ↓, ↓, ↓ + ■ Leg grab and swing throw
- ↓, ↓, ↓ + × Lifting Throw (forward)
- ↓, ↓, ↓ + ● Grab and Triple slam throw
- ↓, ↓, ↓ + ■ Wind up punch, hold L press P as Greg winds up the punch
- ↓, ↓, ↓ + × Charge-up kick
- ↓, ↓, ↓ + ● Lifting throw backwards

### Powerful Combination Moves

- ↓ + ■, ■, ■ Triple low punch combo
- ↓ + ■, ↓ + ×, × Low punch into low high kick combo
- ← + ■, ↓ + ■ Hard arm swing combo
- ↑ + ■, ■ Double handed smash into double handed rising smash
- ↑ + ■, ↓ + ■ Double handed smash into low dive
- , → + ■ Hard punch followed by mid punch
- , → + ■, ↓ + × Hard punch followed by splits sweep
- ← + ■, → + × Double handed smash into punch with follow through kick
- , Hold → + ■ Running Dive
- ↓, Hold ↓ + ■ Rising smash
- + ■, ↓ + ● Hard kick into double knee clap
- ← + ×, ×, ●, ●, ● Reverse kick into front kick followed by triple forearm smash into Sitting attack
- ← + ×, ×, ●, ●, ↓ + ● Reverse kick into front kick followed by high low forearm combo
- , → + × Leaping double leg kick
- , Hold → + × Flying double leg kick
- ↓, Hold ↓ + × Low sitting kick
- , ●, Special Double arm swipe into special move
- , → + ● Arm swipe to backhand swipe
- + ●, Special Backhand swipe into special move
- ← + ●, ●, ●, ● Hard slap into triple reverse sitting attack
- , → + ●, special Running side slap into special move
- , Hold → + ● Diving belly flop
- ↓, Hold ↓ + ● High throw
- ↑, ↓ + ● Leaping floor slide
- ↑, ← or → + ● Leaping belly flop



← Strong Punch To Head



↑ Double Handed Smash Into Double Handed Rising Smash



↑ Double Arm Swipe



→ Reverse Kick Into Front Kick



↑ Rising Smash



↑ Low Sitting Kick

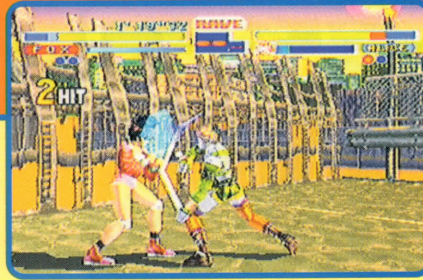


← Leaping Double Leg Kick

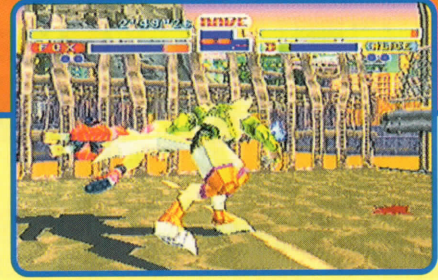




↑ Neck Breaker



↑ Multiple Punch Combo



↑ Leg Biting Throw

## FOX: The Claws Of Insanity

### When Your Opponent is On The Floor

- ↓ + ■ Double punch to the floor
- ↓ + × Kick to the floor
- ↓ + ● Claw slash to the floor
- ↑ + ■ or × or ● Leap on opponent

### Throws

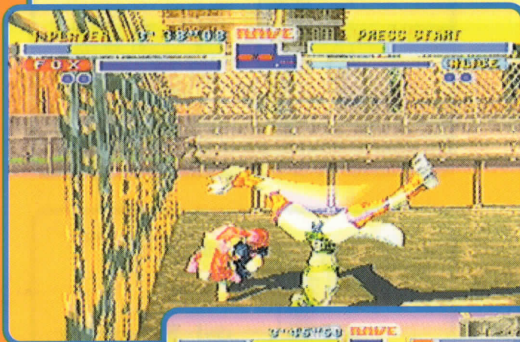
- + × (as human) Neck breaker
- + × (as beast) Leg biting throw
- + × (from behind) Human seesaw

### Special moves

- ↓, ↘, → + ■ Triple mid strike
- ↓, ↘, → + × Rising Kick
- ↓, ↘, → + ● Charging double claw swipe
- ↓, ↘, ← + ■ Charge-up rising backhand strike
- ↓, ↘, ← + × Rising windmill kick
- ↓, ↘, ← + ● Roll back into jumping attack

### Powerful Combination Moves

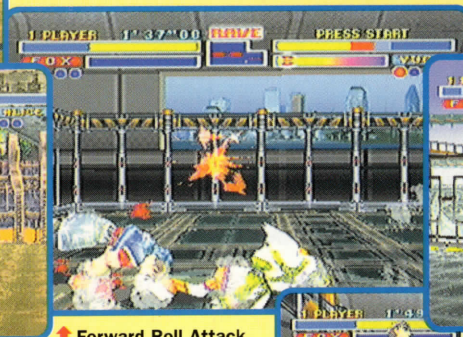
- , ■, ■, ■, special Multiple punch combo into special move
- , ■, × Double punch into kick
- + ■, ■, ■, × Chest slash into punch kick combination
- + ■, ■, ■, ← + ■ Chest slash into punch combo followed by turning mid slap
- ↖ + ×, ↖ + × Double back flip, this can be carried if you repeat the combination
- ↑ + ■, ↑ + ■ Forward reverse somersaults
- ↑ + ■, ■ Forward somersault into back elbow
- ↑ + ■, ● Forward somersault into double back kick
- ↘ + ■, ■ Special Double rising slash into special move
- , → + ■ Running mid punch
- , Hold → + ■ Running mid charge
- ↓ + ×, × Low high kick combo
- ↓ + ×, ↓ + × Low Kick into low sweep
- ← + ×, ↓ + ×, × High kick into low mid kick combo
- ↖ + ×, ↖ + × Double forward somersaults
- , → + × Rising knee
- , Hold → + × Spinning flying attack
- , ●, ●, ●, ↑ + × Multiple foot slash attack into back flip
- , ●, Special Double foot slash attack into special move
- , → + ● Forward roll attack
- ←, ← + ● Roll back into forward spring
- , Hold → + ● Forward dive
- ↓, Hold ↓ + ● Forward roll attack
- ↑, ← or → + ● Vertical flip



← Rising Windmill Kick



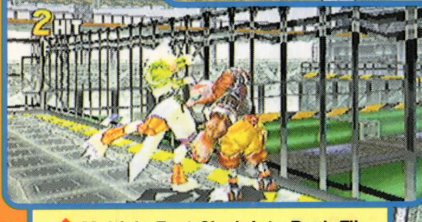
→ Multiple Kick Combo



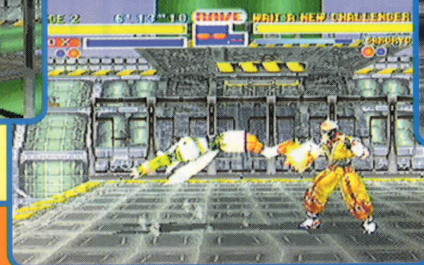
↑ Forward Roll Attack



↑ Low Kick Into Low Sweep



↑ Multiple Foot Slash Into Back Flip

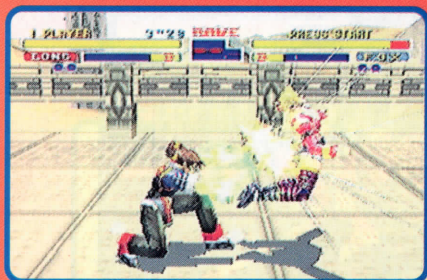


↓ Roll Back Into Forward Swing

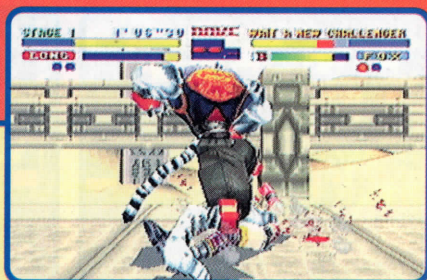


← Rising Knee





↑ Sonic Kidney Blast



↑ Pin Down Double Punch

## LONG: The Fist Of Destiny

### When Your Opponent is On The Floor

- ↓ + ■ Punch to floor
- ↓ + × Heavy stomp
- ↓ + ● Heavy swipe to floor
- ↑ + ■ or × or ● Leap on opponent

### Throws

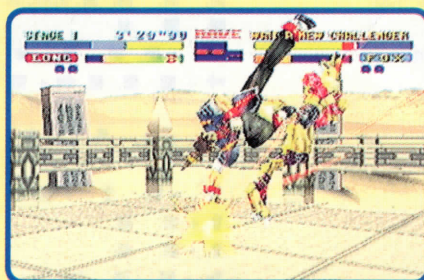
- + × (as human) Sonic kidney blast
- + × (as beast) Pin down double punch
- + × (from behind) Judo throw

### Special moves

- ↓, ↓, ↓ + ■ Charging high punch
- ↓, ↓, ↓ + × Jumping double kick
- ↓, ↓, ↓ + ● Diving neck throw
- ↓, ↓, ↓ + ■ Charging-up mid elbow
- ↓, ↓, ↓ + × Head stomp
- ↓, ↓, ↓ + ● Earthquake stomp

### Powerful Combination Moves

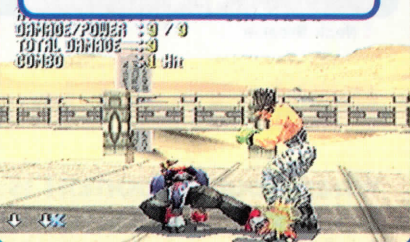
- , ×, ↓ + × High punch to high kick followed by mid kick
- , ■, ■, Special Triple punch into special moves
- , →, → + ■ Punch into hard shoulder barge
- , ↓ + ■ High to low punch
- , ↓, ↓ + × Punch into low sweep
- , ×, ↓ + × Punch kick combo into low kick
- , → + ■ Shoulder barge
- , Hold → + ■ Running punch
- , → + × Rushing low sweep
- , Hold → + × Flying kick
- ↓, Hold ↓ + × Rising high kick
- , ■, Special Hard swipe into punch followed by special move
- , ●, ● Double hard swipe followed by reverse spinning kick
- , ●, Special Double hard swipe followed by special move
- , → + ● Rising upper swipe
- , Hold → + ● Flying spin attack
- ↓, Hold ↓ + ● Rising double handed smash
- ↑, ← or → + ● Flying somersault attack



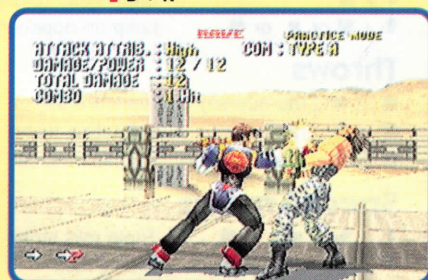
↑ Rising High Kick

## LONG: SPECIAL

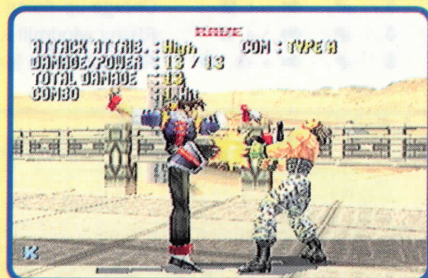
### EXAMPLE ONE



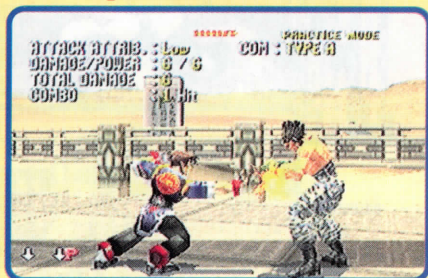
↑ D + K



↑ R + P



↑ K



↑ D + P



↑ R + K



← Punch Kick Combo Into Low Kick



↓ Running Punch



# COMBOS

Long has access to a diverse number of special strings of moves that can be performed. The strings require a set starting move to start the combination. You can also incorporate a specific finishing move from a list of normal and beast finishes.

### Starting move

■, ■, ■

### Combo strings:

(⇒ + ✕, ↓ + ■, ✕, ⇒ + ■, ↓ + ✕) +

Finishing move or beast finishing move

(↓ + ✕, ⇒ + ■, ✕, ↓ + ■, ⇒ + ✕) +

Finishing move or beast finishing move

### Starting move

⇒ + ■

### Combo strings:

(✕, ↓ + ■, ⇒ + ✕, ■, ↓ + ✕) + Finishing

move or beast finishing move

(↓ + ✕, ■, ⇒ + ✕, ↓ + ■, ✕) + Finishing

move or beast finishing move - see Example One)

### Starting move

↓ + ■

### Combo strings:

(✕, ⇒ + ■, ↓ + ✕, ■, ⇒ + ✕) + Finishing

move or beast finishing move

(⇒ + ✕, ■, ↓ + ✕, ⇒ + ■, ✕) +

Finishing move or beast finishing move

### Starting move

✕

### Combo string:

(⇒ + ■, ↓ + ✕, ■, ⇒ + ✕, ↓ + ■) +

Finishing move or beast finishing move - see

Example 2

(↓ + ■, ⇒ + ✕, ■, ↓ + ✕, ⇒ + ■) +

Finishing move or beast finishing move

### Starting move

⇒ + ✕

### Combo string:

(■, ↓ + ✕, ⇒ + ■, ✕, ↓ + ■) + Finishing

move or beast finishing move

(↓ + ■, ✕, ⇒ + ■, ↓ + ✕, ■) + Finishing

move or beast finishing move

### Starting move

↓ + ✕

### Combo string:

(■, ⇒ + ✕, ↓ + ■, ✕, ⇒ + ■) + Finishing

move or beast finishing move

(⇒ + ■, ✕, ↓ + ■, ⇒ + ✕, ■) + Finishing

move or beast finishing move

### Starting move

■, ■, ⇒ + ■

### Combo string:

(✕, ↓ + ■, ⇒ + ✕, ■, ↓ + ✕) + Finishing

move or beast finishing move

(↓ + ✕, ■, ⇒ + ✕, ↓ + ■, ✕) + Finishing

move or beast finishing move

### Starting move

■, ■, ⇒ + ✕

### Combo string:

(■, ↓ + ✕, ⇒ + ■, ✕, ↓ + ■,) + Finishing

move or beast finishing move

(↓ + ■, ✕, ⇒ + ■, ↓ + ✕, ■) + Finishing  
move or beast finishing move

### Starting move

⇒ + ■, ■

### Combo string:

(⇒ + ✕, ↓ + ■, ✕, ⇒ + ■, ↓ + ✕) +

Finishing move or beast finishing move

(↓ + ✕, ⇒ + ■, ✕, ↓ + ■, ⇒ + ✕) +

Finishing move or beast finishing move

### Starting move

⇒ + ■, ✕

### Combo string:

(⇒ + ■, ↓ + ✕, ■, ⇒ + ✕, ↓ + ■) +

Finishing move or beast finishing move

(↓ + ■, ⇒ + ■, ■, ↓ + ✕, ⇒ + ■) +

Finishing move or beast finishing move

### Starting move

✕, ↓ + ■

### Combo string:

(✕, ⇒ + ■, ↓ + ✕, ■, ⇒ + ✕) + Finishing

move or beast finishing move

(⇒ + ✕, ■, ↓ + ✕, ⇒ + ■, ✕) + Finishing

move or beast finishing move

### Finishing moves

#### Forward finishing moves

⇒, ⇒ + ■

Reverse body slam

⇒, ⇒ + ✕

Forward flip kick

#### Back finishing moves

← + ■

Charging slam

← + ✕

2 Kicks

#### Down finishing moves

↓, ↓ + ■

Stunning uppercut +

punch fury

Sweep

↓, ↓ + ✕

#### Beast Finishing moves

##### ● Jumping spin kick

⇒ + ●

Lifting attack

↓ + ●

Double claw leg attack

↓, ↓, ⇒ + ■

Charging high punch

↓, ↓, ⇒ + ✕

Charge-up mid elbow

↓, ↓, ⇒ + ●

Diving neck throw

↓, ↓, ← + ■

Jumping double kick

↓, ↓, ← + ✕

Head stomp

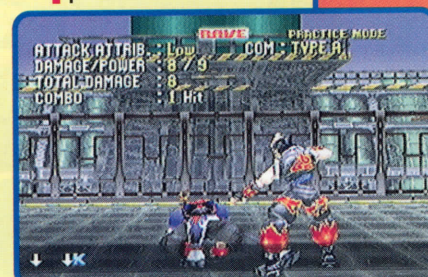
↓, ↓, ← + ⇒

Earthquake stomp.

## EXAMPLE TWO



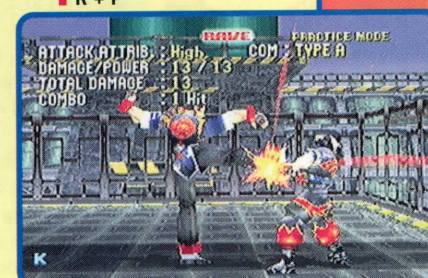
↑ P



↑ D + K



↑ R + P



↑ K



↑ D + P





Nobody plays to be second best, why would they? So with the pretty darn fantastic wipEout 2097 recently winging its way onto the Platinum range we decided that everyone deserves the chance to be the ultimate racer

**PLATINUM**  
**Game**

# wipEout2097

## Craftwork:

Right, get to know the craft that best suits your style of play with the following informative points...



**1** The FEISAR ship is the easiest craft to fly for beginners and experts alike. Although it is the slowest ship, it's very good on corners (it's blessed with a good turning circle) and has pretty good shield capability too. An all round girl mobile if you ask me.



**2** AG Systems is a tad faster than the girlie FEISAR craft, but maintains the same cornering ability. However, the ship has a weak shield so you may find you have to make more trips into the pit lane.



**3** Auricom is the good all-round selectable craft of those on offer. It's slightly faster than the AG Systems ship, but more difficult to control on tight corners.



**4** Ultimately you want to be flying the Qirex ship. It's much faster than the FEISAR offering, with better shield capability. The difficulty is in cornering, which is far less controllable than FEISAR's and it becomes very important to develop your skills with the Air Brakes as they are needed on most corners.

## Weapons:

Here is a list of those those wonderful collectable weapons in full glorious detail...



### Mines

These babies fall out from the back end of your craft and inflict damage on anyone who's right up your arse. Beware though, they can be destroyed by Thunder Bombs.



### E-Pak

This is sort of an on-board pit lane, when activated, it boosts your craft's energy shield by 25%. So if you're miles from a pit stop and you've got one of these knocking about - use it!



### Autopilot

Collect one of these and it'll guide you through a few seconds worth of track. Watch out for the DISENGAGING sign on-screen when it's about to run out.



### Turbo Boost

Hit this when approaching one of the many ramps and you'll zip along the track like a man possessed. It works well on straights too, but avoid using it on corners at all costs.



### Rockets

These fire in a group of three in a straight line from the front of your craft, so aim carefully if you want to hit your target. Shoot slightly ahead of your intended target's flight path if he's approaching a bend.



### Missiles

These have a lock-on heat seeking device which allows them to follow the target for a short while before hopefully connecting. You can also fire them backwards when the Rear Lock sign appears on-screen.



### Electro Bolt

When these connect, they cause the craft to stall leaving it difficult



## HINTS + TIPS

You need to remember that no matter how hard it seems, you can always get a perfect lap on any of these tracks and at what ever racing class you are playing at. Don't expect to get three perfect laps on Rapier or Phantom though.

If you want to get anywhere on the game, there are a few of things to remember...

**1** Only use the Air Brakes if you have to. They will slow you down – obviously – but especially when you're re going up hill.

**2** Learn to use all the different weapons at the correct times. If you want to get past another craft using a Missile, wait until you're quite close to him, so that it is travelling much slower when you go past it. If you don't, you'll find that the other craft will push you about or if it's slightly further behind you, all of a sudden you'll hear something like, "Missile", followed by a loud bang and by that time he's gone right past

**3** 'Speed Ups' don't work very well on corners. If you like crashing, go ahead, otherwise try and use them only on the straight stretches. It's advisable not to use them on the Rapier and Phantom tracks, as you will find yourself meeting a wall as you overload on adrenaline from trying to control the craft at warp factor ten. There are some places you can use the Turbo Boost and get away with it at the same time as knocking a second or two off your lap time, but I'll let you find those yourself. Just take my word for it, even in Phantom class, you can do this with a very high success rate at certain points on the tracks.

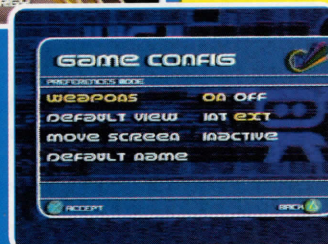
**4** If you decide to use a Quake Disruptor, it's advisable not to do it immediately afterwards using a Turbo Boost. You'll be travelling along the track with the equivalent of a brick wall just ahead of you until the Quake Disruptor ends its destructive cycle.



↑ Use those power-ups to full effect  
→ Cornering can win or lose you valuable time in the ultra quick racing



↑ The coloured panels on the ground can offer some great power-ups which are crucial to gaining time



↑ Don't be a wimp, use those weapons. That's what they're there for

↓ Tight corners can slow your progress but if rounded correctly can help you

to handle for a while. They also have the handy lock-on facility making it almost impossible to miss.

**Thunder Bomb**

Any craft on-screen when you let loose this beast will be heavily damaged. It's a sort of mini-nuclear explosion, producing a massive bang and a huge dome of light along the track.

**Shield**

As you'd imagine, the Shield icon puts a protective field around your craft for a short while, letting you receive direct hits and bump into walls without affecting energy level.

**Plasma Bolt**

Make contact with your opponent with one of these and he'll be eliminated from the race. They are a very rare pickup, so use it wisely. They need to be charged up before firing too. You have been well and truly warned!

**Quake Disruptor**

The most visually pleasing and entertaining weapon around simply has to be this one. When activated, it sends an awesome wave of destruction hurtling around the track, knocking opponents everywhere making it simpler for you to catch them or pass. And it's a right good laugh if the truth be told. Endless amusement all round.







## GENERAL G-FORCE TIPS:

**1** Autopilot: You may find that your autopilot will disengage on a tricky piece of track causing you to crash. If you use the DISCARD weapon button to disengage the Autopilot when on a nice piece of straight track, you'll sail through without pranging your craft.

**2** The Autopilot is a pretty intelligent old boy. If you activate it as you're approaching a pit lane, it will decide whether you need to go through it or not. Use this to your advantage as some pit lanes are quite tricky to enter and exit. Having an Autopilot at your disposal is very handy.

**3** If you've been hit with an Electrobolt, do not activate the Autopilot! The intense energy from the Electrobolt attacks the ship's electrical systems causing it to short circuit. This means the Autopilot will fly at a very slow speed when hit. If you activate the Autopilot whilst being electrobolted, you have two choices: firstly, DISCARD the Autopilot or secondly, wait for the Electrobolt to wear off so that the Autopilot can function correctly.

**4** If you have a Missile or Rocket pick-up, wait until you are quite close to the enemy before you fire. When you hit someone, they initially spin up in the air, so if you're quick and close enough you can fly underneath them.

**5** Air Brakes: You must get to know the Air Brakes! If you are flying the FEISAR ship, you will discover you don't need to use them until you get to Rapier speed. Then they're a necessity.

**6** Always keep your finger on the thrust button when air braking, otherwise you will slow down too much. Stab the Air Brake buttons rather than continuously pressing them on corners.

**7** If you're having trouble with enemy fire and find it's a tad too difficult, simply switch the weapons OFF in the Preferences menu in the Options screen. Potentially though, this will make for a tougher challenge as you'll get better lap times with the weapons ON – simply because the Autopilots and Turbo Boost pick-ups make all the difference

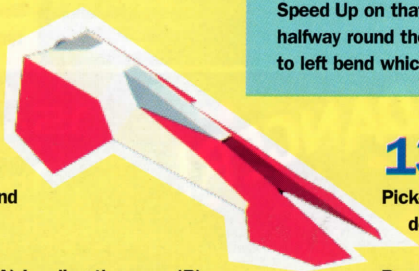
**8** If you are racing close to an enemy ship on a bend, take the inside line. That way if you knock into him, it will probably help you get yourself round the bend.

**9** Always fly over the speed boost blue arrows on the circuits. They help a lot with overtaking

**10** If a blue arrow is positioned at the start of a bend and looks tricky, don't avoid it – Air Brake into it and you'll slide round the bend like a dream.

**11** Use the shield pickup if you're (A) Leading the race, (B) Low on shield energy or (C) The ship in front is about to drop some mines or fire a Missile backwards towards you. Otherwise, ditch them because, while they're active, you can't fire any weapons or use any other pick-ups.

**12** Use the Up and Down directional buttons to raise and lower the craft's nose when in flight. Lowering the nose on a jump will gain you a little extra speed and raising the nose makes for a softer landing.



## Stay ahead of the chasing pack

### VECTOR TRACKS

**V**ector is the easiest racing class and you shouldn't need to use the Air Brakes at all. When you first have a go, it's a good idea to use the FEISAR craft, as you'll spend most of your time accelerating away from the barrier you just ran into and this has the best acceleration.

#### No.1: Talons Reach

Location: Canada

Length: 3.2 km

Height: 74 meters

**S**tart on the right of the track and stay on the right for the slight left then right bend, so you can go over the first Speed Up arrow. Once you've got there, switch sides and go over the Speed Up and Weapon Grid on the left hand side of the track.

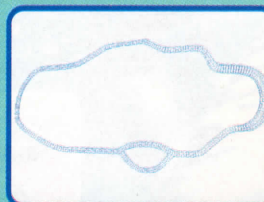
When you go round the next right hand bend, move over to the right side of the track to go over the Weapon Grid where the bend sharpens.

Time it right and you'll be able to go round the bend without using the Air Brakes and still get a weapon. Stay on the right of the track for the double Speed Ups across the track so you can go over the following Speed Up and Weapon Grid on that side. Continue on the right and go over the next Weapon Grid at the end of the left to right bend that goes over the hill, but make sure you then move to the left for the double Speed Up on that side. You're now halfway round the track. There's a right to left bend which you should come out

of on the left of the track for the Speed Up, not on the right for the Weapon Grid. The next bend swings right to left into a long right hand bend – stay on the right hand side to go over the right Weapon Grid in the middle of this bend. When the track swings to the left, stay on the left to go over the next Weapon Grid, then move to the right for the right hand

bend that has a Speed Up on the right side of the track.

You can now choose to go left or right. I would advise going right into the pit lane so your shields are on maximum, but which ever way you go, the turning is easy. If you find you have to use the Air Brakes, then you're not up to scratch to move on. That's quite sad really, as this track is as slow as a slug.



↓ Could that be a huge advert be for some of the game's pumping tunes?



#### No.2: Sagarmatha

Location: Nepal

Length: 4.3 km

Height: 153 meters

**T**his track starts with a nice straight stretch. Stay on the right of the track and go over the Speed Up. Stay to the right for the left hand bend and go over the Weapon Grid, but when the track bends to the left into the tunnel, move to the left side of the track as there's a double Speed Up just inside that you want to go over. Continue through the tunnel with your craft on the

**13** Always discard pick-ups you don't want. You will never pick up the same weapon twice in a row, by the way. Pick-ups have a waiting system and the weapon you collect depends on what position you are in the race. For example, when lagging behind, you're more likely to pick up Turbo Boosts and Autopilots and when ahead you're more likely to pick up Shields and Mines.

**14** There is a special Emergency E-pak pick-up which restores shield energy. You will only have a chance of picking one of these up if your shield energy is less than 25 per cent. When you're desperate and one of these appears it will be a very welcome sight! There's a good chance of E-Paks appearing when you really need them, but it's up to you whether you rely on them or use the recharge pit lanes instead.



# in our comprehensive tips and tricks to save the day

left hand side of the track for the right to left bend immediately after the tunnel, go over the Speed Up on the left instead of the Weapon Grid on the right.

You'll come to a rising bend to the right, get on the left hand side of the track when you get to the end for the Speed Up. Then move straight over to the right for the Weapon Grid. If you get this right, you'll then be able to go straight through the slight right to left bend that is next and then swing to the left for the Speed Up just after the bend.

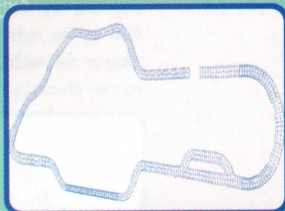
When you go through the tunnel with the right hand bend, stay to the left and go over another Speed Up and not the Weapon Grid next to it. Continue on the left of the track for the slight left followed by the sharper right so you can go over the Weapon Grid with no hassle.

On the following left hand bend, turn left to move over to the right of the track and you'll go over a double Speed

Up leading to a ramp for a jump. At the top of the ramp is a couple of Speed Ups across the track. When you hit these, you'll Speed Up considerably and pass over some Weapon Grids on the other side

Don't worry about speed for the right hand bend that follows though. It might be quite sharp, but it's not that bad. Stay on the right as you come out of this tunnel as there's a Weapon Grid ahead, but after that move over to the left of the track. You'll then go into the next tunnel that ends with a lovely double Speed Up on the left.

If you want to go into the pit lane, turn right just before reaching the double Speed Up or you'll miss the pit lane. As soon as you see you're heading down the centre of the pit lane entrance, turn left so you don't crash. Coming out of the pit lane is an easy left to right bend leading to the starting line. If you don't go into the pit lane, you've no problems as it's a straight run through to the starting line.



Things get underway in yet another adrenaline fuelled race



go over the Weapon Grids and Speed Ups that are across the track, continue on the right side of the straight until you go over the Speed Ups across the track.

Once over the Speed Ups, turn left for the left hand bend, you won't need the Air Brakes here. Now move over to the left of the track for the Weapon Grid on that side just past the gentle right hand bend. Let your craft drift back to the right over the three bumps, but as you approach the Weapon Grid, turn towards the left to face the Speed Up. As soon as you're on the Weapon Grid, turn right.

Swing over the track to the Speed Up before the right hand motion takes effect. Get on to the right during the right hand bend and stay on that side for the double Speed Up on the right, just after the bend. Immediately before you come out of the tunnel turn left for the approaching left hand bend, making sure you keep on left, or you'll crash. If you do this, again you won't need the Air Brakes.

As soon you're heading straight for the Speed Up on the right of the track, turn gently to the right for the right hand bend so you come out of it and are able to go over the Weapon Grid. You should find that if you haven't crashed you're lined up for the triple Speed Up on the left of the track.

The next corner is the first one you will find tricky, no matter how long you've been playing the game, so I suggest using the Air Brakes to get you through. After going over the triple Speed Up you'll be travelling fast, as soon as you go into the tunnel press left, and left Air Brake until you are facing the right way along the track after the bend. Then go over a Speed Up followed shortly by Weapon Grids across the track.

Stay on the left of the track for the next Speed Up, as soon as you reach it, turn to the right for this bend and keep turning so you're on the right of the track for the following Speed Up just inside the tunnel. Don't try and get to the Weapon Grid as you'll crash on the left hand bend. Stay on the right and as you approach the Weapon Grid, turn left. You may not go over the Speed Up in the tunnel, but as soon as you are over it or next to it, turn right, so that you come out of this bend on the left of the track.

It's possible to swing over to the right for the next Speed Up, but easier to stay on the left for the Weapon Grid next to it and you need to come out of the following left hand bend on the left for that Speed Up anyway. Move over to the right for the right hand bend to go over the double Speed Up which will hurl you into the air for the following right hand bend. Don't worry about being airborne, just get onto the right of the "sky" so when you land you can approach the really sharp left on the right of the track.

Before reaching the sign with a white arrow pointing South East, turn left with left Air Brake. As soon as your back end starts swinging round, release the Air Brake but continue turning and if you're going straight on, you'll be lined up for the double Speed Up on the left. If you're



## VENOM TRACKS

These tracks are a bit tricky, but you're still being teased into the ships controls. It's now time to choose the craft you want to win with. This is where it starts to get fun...

No.3: Valparaiso  
Location: Chile  
Length: 3.9 km  
Height: 220 meters

You'll start on the right, but get on to the left for the left hand bend allowing you to go over the Speed Up on the left after the starting line. You then come to a stretch of track that twists like a snake. Come out of the first right hand bend on the right of the track for the Weapon Grid and just before you go over the Weapon Grid turn left. You'll still get a weapon but need to be on the left for the bend, to go over the Speed Up.

Again, just before you go over this, turn to the right for the right hand bend, so you go over the next Speed Up. Repeat this procedure for the following right and left bend, then stay on the left for the following Speed Up. Next up is another left hand bend, move over and stay on the to the right. You'll



The feeling of speed is quite stunning to experience



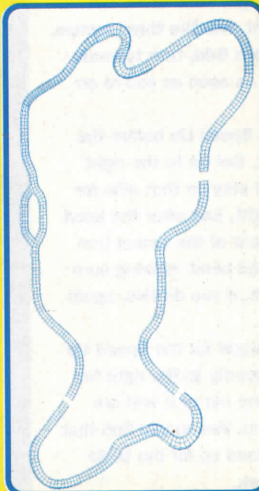




turning right in to the pit lane you'll need to take this a bit differently.

As soon as your back end has swung round the corner, turn right and change to the right Air Brake. You won't need to turn right much before you've lined up with the entrance to the pit lane. Then you just have to come out of the other side via a gentle left to right bend to come to the starting line. Thank God.

#### No.4: Phenitia Park



Location: Germany  
Length: 3.8 km  
Height: 137 meters

**A**s soon as you come to the left hand bend, take it so you come out on the left of the track in order to go over the Weapon Grid. On the Weapon Grid, turn right for the right hand bend so you go over the double Speed Ups on the right of the track. This leads to a jump that has Speed Ups across the track on the other side leading up to a long left hand bend.

Stay on the right of the track for this bend to go over the Weapon Grid on the right. As you

come out of the bend, move over to the left for the double Speed Ups on the left hand side. For the left to right bend, just tap left as you come towards it and right as you leave it. The next bend is a hard right, therefore just before you reach it turn right with the right Air Brake on.

As soon as you are heading straight, change to turn left with left Air Brake on full for the left hand bend. If you get this right you'll go over the Speed Up on the left side of the track and have a straight run at the following jump.

Go over the Weapon Grids across the track and into a right hand bend that changes to a left hand bend at the same time as crossing the first mid lap check point. Confused? You will be. As you go over the check point, make sure you are on the left of the track for the Speed Up. For the following right bend, stay to the right so you go over the Speed Up on the right hand side of the track.

When you turn left on the approach to the jump, move to the left of the track. When you're about to land, turn right for the right bend and get on to the right hand side of the track for the Speed Up. Now move back to the left of the track for the left hand bend and the Weapon Grid. As the track bends to the left in the tunnel move to the right for the double Speed Up. Keep turning left for the following Speed Up on the left of the track at the end of the tunnel.

On the following straight move over to the right as you cross the second mid lap check point to go over the Speed Up on the right. Just before reaching the fast approaching right hand bend, turn left using the left Air Brake. As soon as you're travelling sideways, stop pressing left and you'll skid safely around the bend. For the following sharp left do exactly the same using the right buttons, and as soon as you're facing the Speed Up, release all buttons except accelerate and travel over the Speed Up.

For the tunnel, move to the left of the track, when you go over the Speed Ups across the track turn to the right, then turn

## Things really hot up as

### RAPIER TRACKS

**T**hese tracks are well hard. You'll have to practice them quite a bit to get the hang of them – even if you're using this players guide. The speeds on these will have your head spinning sideways, especially from the interior viewpoint. Yes, it's time to separate the men from the boys!

#### No.5: Gare D' Europa

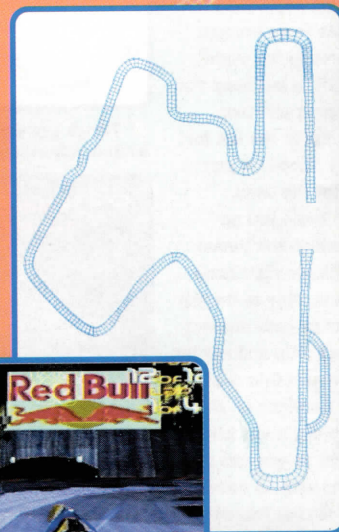
Location: France  
Length: 3.5 km  
Height: 179 meters

**T**his track starts with a nice long straight stretch which ends with a sharp right hand bend. It's possible to take this bend without using the Air Brakes by approaching it down the middle of the track and turning right as you go over the starting line. When you come out of the bend, there's a Speed Up on the left and a Weapon Grid on the right. Go over the Speed Up. For the following left hand bend, come out on the right of the track for the Speed Up on that side of the short straight part of the track.

On the right hand bend, turn in late to go over the Weapon Grid, but not too much as you want to come across the track and then go over the double Speed Ups on the left. This will make turning into the following left hand bend a lot easier. Come out of this bend on

the right hand side of the track for the double Speed Ups on the right at the base of the hill. Getting these Speed Ups mean you won't slow down too much when going up the hill.

As you go up the hill, move to the left for the Speed Up on the brow of the hill. Just before it though, press left. Once over the hill, you'll go over a Weapon Grid on the right hand side of the track. Stay in the middle of the track and then as you come to the Speed Up on the



That lovely energy drink pops up to refresh your racing fatigue

right, press right, and hit the

right Air Brake until you're facing down the tunnel. Through the tunnel, stay in the middle of the track and just before you come out of the tunnel, turn right for the bend, then immediately press left to get back over to the two double Speed Ups on the left hand side of the track, on the down slope.



Get moving if you're to make ground on the others!

gently to the left. You'll come out of the tunnel on the left hand side of the track. Go over the Speed Up and Weapon Grid on the left, don't even turn for the slight left hand bend after them. As soon as you pass the left bend press left and the left Air Brake to stay on the track, or right and right Air Brake to go into the pit lane. No worries.

After entering the pit lane press left to stop from crashing into the wall. When you come to the left to right bend out of the pits, it's easiest to tap left and left Air Brake, then right and right Air Brake to join the track leading to the starting line. However, if you don't go into the pit lane, follow the left side of the track so you go over the double Speed Ups on that side. As soon as you're over those, tap right and the right Air Brake.

This will make you go over the Weapon Grid on the left side of the small right bend. As soon as the ship starts to turn right, tap right and hit the right Air Brake to straighten up on the track again and you're back to the starting line.



# we reach the tougher racing classes...

At the bottom of this slope the tracks bends from left to right to left to right to left, with a Speed Up, and Weapon Grid immediately after it on the right hand side of the track. When you come to the first bend of this section of track, you'll see you can actually travel in a straight line down the middle and ignore all the bends.

Doing that though isn't easy, you'll need to keep the nose of the craft up at the same time as avoiding the walls, but it can be done with practice. When you come out of the bends you'll be heading for the Speed Up and Weapon Grid. Approaching the Speed Up, straighten up with the track and at the next bend (to the right) turn right and tap the right Air Brake for a safe passage round.

Keep on turning to the right and you should be able to go over the Weapon Grid on the far end of the bend. When you approach the left hand bend, press left and the left Air Brake until you're round the bend and facing the Speed Up ahead. Immediately after, when lined up with the Speed Up, press right and hit the right Air Brake, but only very quickly.

Check where you are facing, then press right and the right Air Brake to swing yourself round this right hand bend. For the following left hand bend you don't need to use the Air Brakes much, just tap left and the left Air Brake as you approach the turn.

As you start to turn, release the Air Brake but keep your finger on the left control button. As you come round the bend head for the double Speed Ups on the right side of the track and when on it, move to the left side of the track for the Weapon Grid just ahead on this straight stretch of track.

At the end of the straight, get on the left side of the track. Just before the bend a patch of the track is in darkness. Making sure that you're on the left side of the track when you reach this dark patch of track, press right and keep your finger on right. If you get round the first section of the bend, but feel like you're going to hit the right hand wall before getting round the second part of the track, quickly release from turning right, then resume. You should get around no worries.

You will come out of the bend on the left side of the track, and go over a Speed Up on that side. Move to the centre of the track making sure you're travelling straight down the middle. Press up, and

keep that finger on it all the way along these rises. When reach the great big jump, get on the right of the track if hitting the pits is on your mind, or go to the left of the track if soldiering on.

To go into the pit lane, take the jump on the right of the track and when parallel to the Speed Up, tap left and prod the left Air Brake. When entering the pit lane, press right virtually straight after you enter, then at the end of the pits press right and the right Air Brake and then left with left Air Brake to get back onto the track and heading for the Start line.

Exiting the pit lane is difficult and you'll find yourself crashing on the way out frequently, but it is possible. If you're going straight on, take the jump on the left of the track so you'll go over the Speed Up. Now carry on straight to the Starting line.

## No.6: Odessa Keys

Location: Black Sea  
Length: 4.4 km  
Height: 121 meters

**R**ight from the off, turn slightly left to get through the left hand bend, then turn slightly right to straighten up the craft. Move to the left of the track for the Speed Up on that side and press right and the right Air Brake for the right hand bend. Immediately afterwards, press left, and the left Air Brake for the left hand bend. Be sure to continue turning out of the bend to go over the Speed Ups and Weapon Grid on the left side of the track.

Press right and hit the right Air Brake quickly when you're on the first Speed Up on the left, followed by a quick left and left Air Brake, you will get on to the right hand Speed Ups as well and be heading straight up the hill in no time. Try to stay in the middle of the track for the down hill section, then as you approach the left hand bend, turn left. Now use the right, and right Air Brake so you don't crash on the right hand bend. Try and be in the middle of the track or the left of the track when you come out of this bend.

When approaching the Weapon Grid and Speed Up across the track, press up so you don't lose too much speed on this steep hill. You can get round the right hand bend without using the Air Brakes.

Stay on the left for the bend so you can go over the double Speed Ups on that side. Now shift over to the right, for the Speed Up.

Just before you go over this Speed Up, press left and the left Air Brake whilst trying to stay on the right hand side of the track, so you can go over the Weapon Grid. If a move to the left is done quickly enough, you can also go over the double Speed Ups.

Continue up the hill on the left and just before reaching the Speed Up on the right, press right and the right Air Brake to get around the sharp right hand bend. Ensure you get on to the left of the track for the Speed Up ahead. Just before, press right and then left to go over the Weapon Grid on the right side of the track. Then you come to the tunnel that turns right with double Speed Ups across the track. When you're on it, turn right.

As you approach the left hand bend, press left and hit the left Air Brake, followed by a tap to the right and one for the right Air Brake for the following right hand bend out of the tunnel. In doing so you will go over the Weapon Grid on the bend. Just press left for the left hand bend and line yourself up for the double Speed Ups on the left hand side of the track.

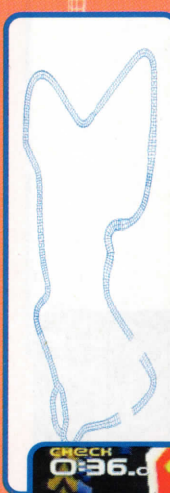
Take off on the jump on the left to go over the Weapon Grid on the other side of the jump.

Halfway between the Weapon Grid on the left and the Weapon Grid on the right, press right and the right

Air Brake for the right hand bend. You'll go over the right hand Weapon Grid as well. Take off from the next jump from the left and continue on this side until you reach the Speed Up. Press left and the left Air Brake. Straight after press right and hit the right Air Brake to get you and the craft round the right hand bend ahead.

To go into the pits, press right and then left so you don't crash. As you come to the right bend to exit the pit lane, approach it on the left. Press right then left, and hit the left Air Brake – you're now heading for the starting line. If you don't want to go into the pits, follow the right and right Air Brake movement, with the left and left Air Brake. Then angle your way through the slight left then right bend, and you're back at the start.

Congratulations on your victory. Next!



Dark and reasonably windy, this circuit takes some beating







## HIDDEN TRACKS:

Collect Gold Awards on all six tracks and progress through the various racing classes and be set a challenge game. This is basically a race around all six tracks again, but this time the difficulty level has been upped to maximum Rapier class. Receive Gold Awards in all of these (just like you did before) and you'll get the chance to race on the toughest circuits around in the hardest racing class there is – Phantom Class!

### Those Phantom tracks in full...

These are the fastest tracks available and they'll annoy you for quite a long time, but once you get the hang of them you'll find they're the most enjoyable. These are definitely for all you adrenaline junkies out there. When you get to grips with these you'll feel like a king and have the reactions of a Ninja to boot.

#### No.7: Vostok Island

Location: South Pacific

Length: 5.1 km

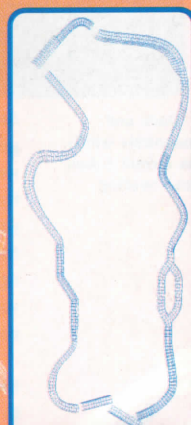
Height: 97 meters

As you go in to the first tunnel, get on the left side of the track. Just before entering this tunnel, press right and the right Air Brake, releasing it just before getting round the bend. Try to go over the Speed Up on the left side of the track and then turn right for the right hand fork. Now turn left and continue over the Speed Up across the track. When the track joins again, angle across the Speed Ups and the Weapon Grid so you head towards the left hand fork ahead.

Turn right for the bend leading to the double jump whilst staying in the centre of the track. Take the small right hand bend on the left the track and go over the Weapon Grid and the Speed Up. Turn left for the following bend, moving towards the left for the triple Speed Ups at the start of the rising left hand bend. When you reach the top of the hill, turn right with the Air Brake to go over the Weapon Grid on the left hand side.

Straighten up for the approaching right hand bend in the tunnel and as you enter, press right and the right Air Brake, so you take off the ramp in the middle of the track. Move over to the right of the track now and as you reach the Speed Up, press right, then left for the Speed Up on the left hand side of the track. As you cross it, press left and the left Air Brake followed by right and the right Air Brake. This will take you to the mid lap check point.

Straight after, press left making sure you're on the right side of the track to go over the Speed Up. After landing, press right to go round the bend and over the two Weapon Grids across the



track. When you take off the next jump you'll find you can now go left along the track or right into the pit lane. Which ever way you decide, you need to head towards the double Speed Ups on the left to gain some advantage.

If you want the pit lane, just before you reach the double Speed Ups press right and the right Air Brake followed immediately by a tap to the left. To come out of the pit lane simply press left to line up with the Speed Up across the track in the entrance to the tunnel. To stay with the track, press left as you're over the double Speed Ups on the left.

Keep tapping left and go over the Weapon Grid and turn left into the tunnel and over the Speed Up across the track. Now get onto the left side and before the right hand bend arrives, turn right using the right Air Brake. Keep them on so that you head towards the Weapon Grid on the right side. Move over to the left side of the track for the next right hand bend.

This can be done without using the Air Brakes. Just turn as if it was an easy bend and move to the right side of the track as you come out of it. Go over the double Speed Ups on the right and press left and the left Air Brake for the left hand bend out of the tunnel. Doing this means you can go over the Weapon Grid and Speed Ups on the left side. Carry straight along the left side of the track and just before the tunnel with the sharp right hand bend, press right and the right Air Brake. You're at the start again.

#### No.8: Spilskinanke

Location: North America

Length: 4.0 km

Height: 82 meters

Stay on the left as you begin this race, that way the first turn to the right won't need the use of the Air Brakes. Turn right about two ships lengths before the starting line and come out of the bend on the right (if you want to risk this for a weapon grid), then swing to the left side of the track for the Speed Up. Move to the right during the slight right hand bend for the double Speed Ups. As you go over this, move left for the Speed Ups and the ever handy Weapon Grid. On reaching the first Speed Up, press left and the left Air

Brake for the bend through the tunnel. Remain on the left for the Speed Up on that side. As soon as you can see the Weapon Grid on the right of the track at the brow

of the hill, press right and the right Air Brake for the bend. Move to the left again for the Speed Up. If you want to go in to the pits, press left and the left Air Brake as you go over the Speed Up until you are lined up with the entrance of the pit lane. As you reach the start of the pit lane, press right and the right Air Brake, then gently press right to line up with the pit lane exit. As you come to the exit, press left and the left Air Brake to go over the double Speed Ups in the entrance to the tunnel on the left side of the track.

Hit left as you go over the double Speed Ups and then straight away press right to get round the right hand bend, at all times making sure you stay on the left of the track. As you go over the Weapon Grid before the jump, turn right so you travel along the track. As soon as you touch down on the track though, press left to jump to the next section of track. You'll land on this facing forward instead of a wall – if you've done it right.

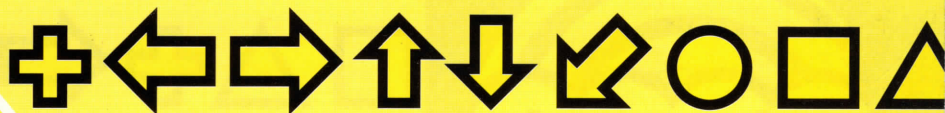
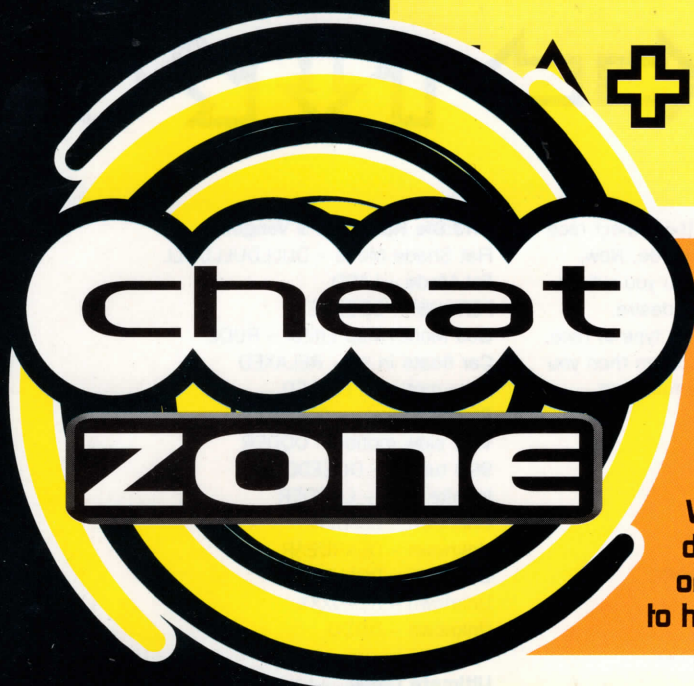
As you go over the next jump, make sure you're on the left side of the track and press right. Keep your finger on right for this bend after the jump or you'll simply crash. Stay on the left of the track to go over the Speed Up and the Weapon Grid. As you reach the Speed Up, press left and just touch the Air Brake to get round the left hand bend. Press left and the left Air Brake for the small left hand drop. Press right and the right Air Brake for the small right hand drop.

Press left and the left Air Brake for the small left hand drop and try to come out of this bend on the left side to go over the Weapon Grid on the left side of the track. For the following long swinging right hand turn, approach it from the right side in order to go over the two double Speed Ups on the right side of the track. As you come out of the bend, just move over to the left side. That way you'll go over the Speed Up and the Weapon Grid on the left.

When hitting the Speed Up, press left and touch the left Air Brake twice to get round this bend. As you come out of it, move over to the left side for the Weapon Grid. Stay on this side for the approach to the jump and as you come to the end of the track press right and the right Air Brake to land facing the correct way.

As you go over the Speed Up across the track, turn right until you've gone over the Weapon Grid across the track. Then press left so to line up with the starting grid and move to the left side of the track. Stay on this side until you see the starting line, press right and you've just completed wipEout2097. What a great feeling it is. ■





Inside the cheat Zone this month:  
If you fancy seeing a comprehensive A-Z of cheats new and old you can't go wrong with issue one which will have the hottest and most comprehensive cheats around spread over no fewer than twenty pages. And what's more we do our best to ensure each and every one works. We know how annoying it is when you're let down with cheats which simply don't work. Read on and let us know what you think. We're here to help after all

### CRASH BANDICOOT

For access to all the levels and all the items enter the following:

▲, ▲, ▲, ▲, ✕, ■, ▲,  
▲, ▲, ▲, ■, ✕, ▲, ●,  
▲, ▲, ▲, ●, ■, ▲, ✕,  
✕, ✕, ✕



### CRASH BANDICOOT 2

Voodoo Mask:

To get the Voodoo Mask, hold:

↑, ●  
immediately after you lose a life  
and until you begin a new life.

### ACTUA SOCCER

Hidden Team: To access the hidden Dream Team at the Title Screen hold:

R2, L2, SELECT, ↑, ←

When you select a team you will find a new one called Gremlin Showbiz XI.

### ADVENTURES OF LOMAX

Helicopter Mode – Only activated when the above cheat is set. Select the chopper, then press L1 and to fly around levels.

### AREA 51

Play as an alien Kronnhunter:

Right when you start the game, shoot nothing else but the first three Staar Team members you see. The game will restart and you will now be playing as a Kronnhunter.

### BLOOD OMEN: Legacy of Kain

During the game, jump into "Area Map" mode (L2) and enter any of the following codes:

Refill Blood:

↑, →, ■,  
●, ↑, ↓, →,  
←

Refill Magic: →, →,  
■, ●, ↑, ↓, →,  
←

Access to all the FMV

sequences in Dark Diary: ,  
→, ■, ●, ↑, ↓, →, ←

There are no sounds or signals to show that the code worked, so there is no immediate way to tell if you did it right or not.

The codes can be done more than once, but a new screen has to load in before you can execute it again.

### CYBERSLED

At the press start screen:

↑, ←, ↓, →, ↑,  
↑, →, ↓, ←, ↑

This will give you some great new sleds.

### CYBERIA

Special Password

1. At the Password screen enter NEMROSIM
2. The Skill Level screen will appear
3. Both skill levels will be at 1
4. Begin a game and press Start to pause it
5. A menu will appear - select the Load option
6. You will now have access to all passwords in the game!

### DARK FORCES

Cheat Menu:

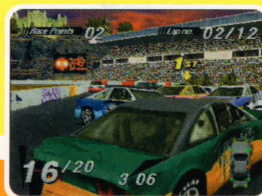
Do not pause the game whilst playing to enter the following code to access the cheat menu:

←, ●, ✕, →, ●, ✕, ↓, ●, ✕

Level Select:

Enter the following to access any level:

P3NLDQNY2



### COLONY WARS

Enter in the password menu:

All\*cheats\*off ... turn off all cheats  
Tranquilleux ... super cooled guns  
Memo\*X33RTY ... infinite  
secondary weapons  
Commander\*Jeffer  
... select level  
Hestas\*Retort ...  
infinite  
energy

### DESTRUCTION DERBY

Choose "Wreckin' Racing" and "Championship" and enter the name "REFLECT!". Now go to the main menu again and choose "Wreckin' Racing" again. Select "Practice" and go to the main menu. You should have a new course available. For invincibility, enter "IDAMAGE!" as your name. To select the number of cars on the track, start a Championship and enter "NPLAYERS" as your name. You will then be asked for the number of players that are racing.

### DESTRUCTION DERBY 2

First, select any type of race. Then, enter Championship Mode and enter the following password as the name:  
**MACSrPOO**







## COOL BOARDERS

Press **SELECT** 40 times on the Options screen to change the commentator's voice.

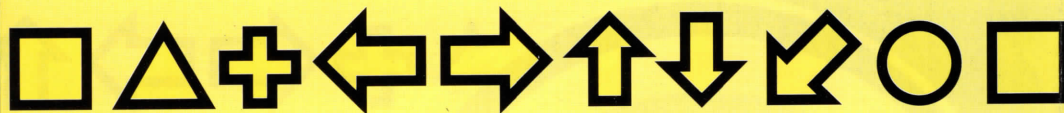
A beep will confirm the cheat has been activated.

## COOL BOARDERS 2

All Tracks:

In the Mode Select screen access in this order, **SBC**, **Onemake**, **Freeride**, **Options**, **Boardpark**, **Halfpipe**, **Freeride** in 4 secs and press **CIRCLE**. When the One-player and Two-player select screen appears hold:

**L1, L2, R1, R2** and press: ●



You will be required to re-enter the 'select race type' area and choose practice mode. Now, when you return to the main menu you will be able to select any race track you desire.

For animated credits select any type of race, then enter championship mode. From then you should make sure you enter the following password as the name:

### CREDITZ!

## DIE HARD TRILOGY

### DH1: Die Hard

Skeleton Mode – AAAAAAAAAARRRR

Silly Mode – DOODAD

God Mode/Map Editor – RUDE

50 grenades and 5 bullets – REDO

Unknown – DOLEUEL

Fat mode – REED

Villains float upward when dead – DETD

Backward = Forward /Forward=Backward – REAR

Unknown – OOEER

Coordinates – LOD

Infinite Shotgun – RUDDER

15 bullets – DEER

### DH2: Die Harder

God Mode/Map Editor – RUDE

Fergus Mode (everyone looks alike) – ODDEXE

Skeleton Mode – DEAD

Unknown – DARE

Fat Mode – LARD

Lots of ammo – RELOAD

### DH3: Die Hard with a Vengeance

Flat Shade Mode – DULLDULLDULL

Fat Mode – LARD

FERGUS! – ODDAXE

God Mode/Map Editor – RUDE

Car floats in air – RELAXED

Slow motion – LULLED

Sky cam mode – ORDEAL

Very slow motion – ODDER

999 turbos – OOEEDXXX

Infinite lives – LOUDER

Unknown – LETDER

Unknown – DEARDEAR

Unknown – ROLLED

Unknown – READXXX

Unknown – DODO

### Ultimate Code!

Begin one of the 3 games and press Start to pause Press and hold: **R2** and then press: ◀, ▶, ↑, ↓,

Each game will exhibit different results:

**Die Hard With a Vengeance- Press Start on Controller 2 for the extra options. Press to toggle the clock and to select your level**

### Get Beretta in Die Hard 2

When the game begins a helicopter will come in from the left.

Blast it as many times as possible It'll explode and a Beretta will drop down The Beretta will have twice the firepower

## COMMAND & CONQUER

Stage GDI	Level NOD
1.	
2. B9DTX02D0	C99FAXKW8
3. 25U1E2L4D	KDT7OXZ7W
4. KED688DGU	C9JM6RH3X
5. OXL3NYNNO	W15DASRS8
6. DU5R21DG7	Y47ZW9EOL
7. OX3CS3D4G	C9R67C7OW
8. 9QGZLZDF8	OX3CSXKE5
9. IU75TQK8H	56HE53HEH
10. OYGNMYMYN	YNF75TZKO
11. CR5EQMEOS	GTJ26Z12A
12. 3NUL6OFQI	CR0TDBC71
13. 4N8AN1A0H	MFYFV9DWX
14. 3NWD3MQFT	
15. 457ED7G0U	

### COVERT OPERATIONS PASSWORD:

#### COVERTOPS

PRESS (and HOLD) "**R1 + R2 + L1 + L2 + ■, ●**"

" then select "Start a new game" or select the password option (and type in your password).

The above keypress can be released when the game starts. This makes you

able to see THE COMPLETE SCREEN on startup without exploring it with your troops.

Holding it while entering the password is finger breaking, but its worth the pain.

### Red Alert

All cheats are activated by clicking the Team Buttons on the Tool Bar with the Cancel Button (default is the Right Mouse Button and ● Button for the pad).

If a mistake is made when entering the cheat, clicking anywhere else on the Tool Bar or clicking on the Team Buttons with the Action Button will clear out the code and the player can start over:

Money: ■, ■, ●, ✕, ▲, ●

Nuke: ●, ✕, ●, ▲, ■, ▲

Soylent Green: ✕, ●, ▲, ▲, ●, ✕

Note: This code only works in multiplayer mode

#### Win Level:

✕, ■, ■, ●, ▲, ●

**Take Over:** To do this cheat you need to

➔ Easily one of the greatest strategy games ever seen



play a skirmish. Then sell all your stuff, and then raid the enemies base. You then attack the war factory and press:

●, ●, ●, ●, ●, ●, ●, ●, ● within 3.2 seconds and you will take their base.





➡ **DOOM: Still a fine blaster after all this time**



All levels including secret island:

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**23 Higher Hillgate**  
**Stockport**  
**SK1 3ER**  
**email [andy-sharp@idq.co.uk](mailto:andy-sharp@idq.co.uk)**





Next Month

Next Month

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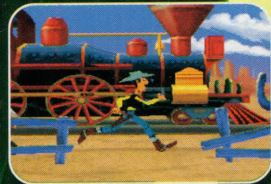
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